

Date 08/02/12

Board Team Final

Network Approval Board

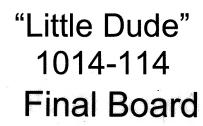
Record Board

Animatic Scan Board

Conformed Board

Design Board

Final Board





Adventure Time Created by Pendleton Ward

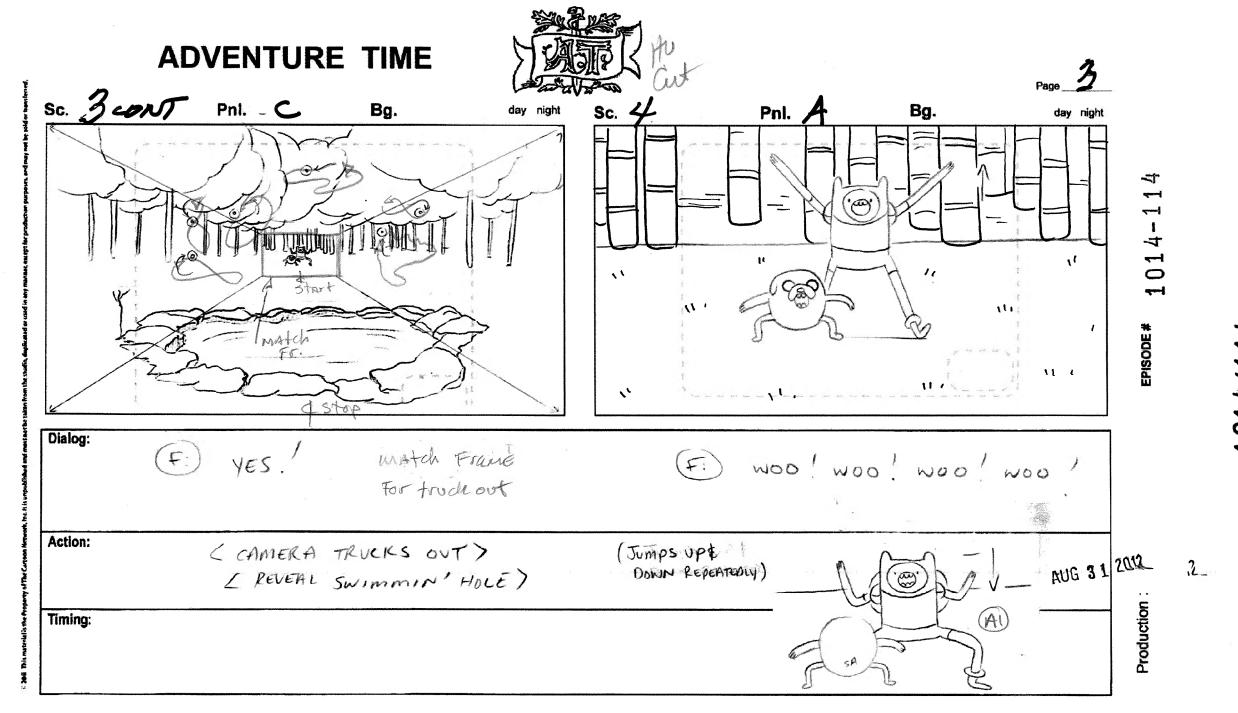
> Creative Director Adam Muto

Storyboard by Cole Sanchez & Michael Deforge

UNC 3.1 SOUS

[©] Cartoon Network, Copyright 2012, all rights reserved. This material is the property of The Cartoon Network Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manor except for production purposes and may not be sold or transferred.

1014/114



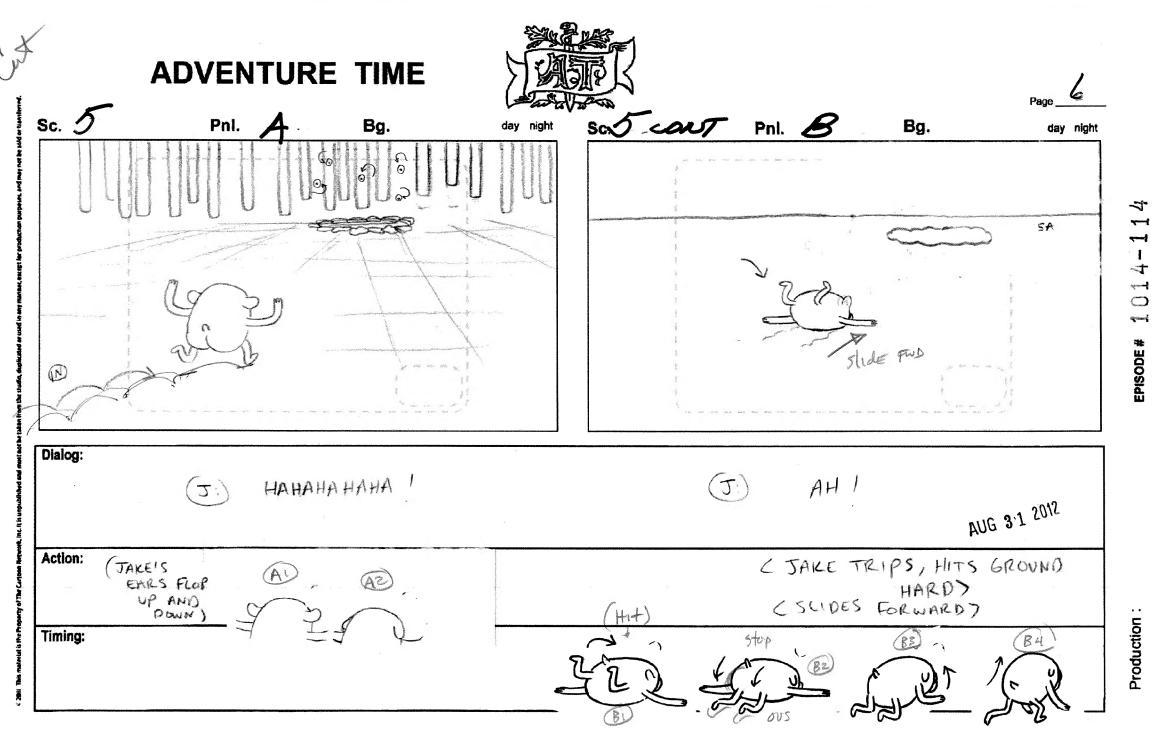
, ADVENTURE TIME			Page #
Sc. 4 CONT Pnl. B Bg.	day night Sc. 4Cd	OUT Pal. C - 1	Bg. day night
	This case there exist the hard the hard the test that the test the		Le Continue de la con
Dialog: FIRST ONE IN THE W	IATEV IS EH B	FIRST ONE IN	THE WATER!
Action: < JAKE POINTS TO THE WATER?	(Bi) (Bi	2) < JAKE	RUNS OUT SHOT > AUG 3.1 2012
Timing:	BIA (B)	1	And 9 T -

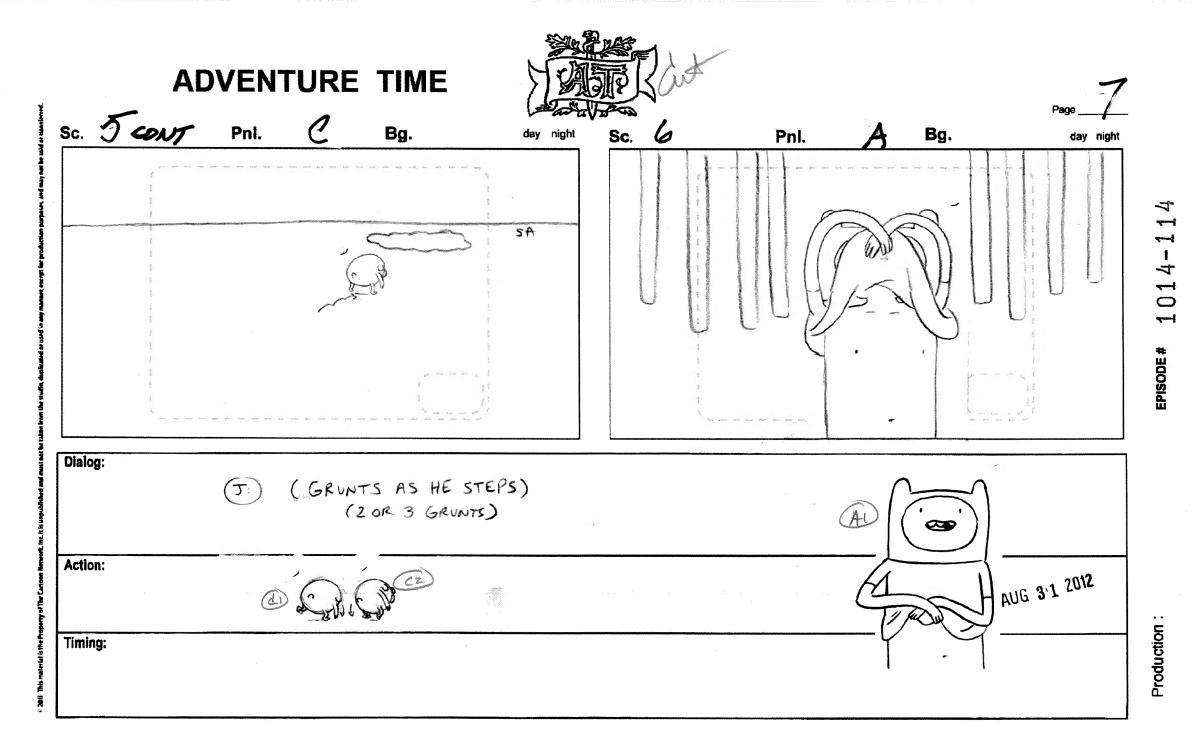
Drod

EPISODE#

-
0
-
14
_
4

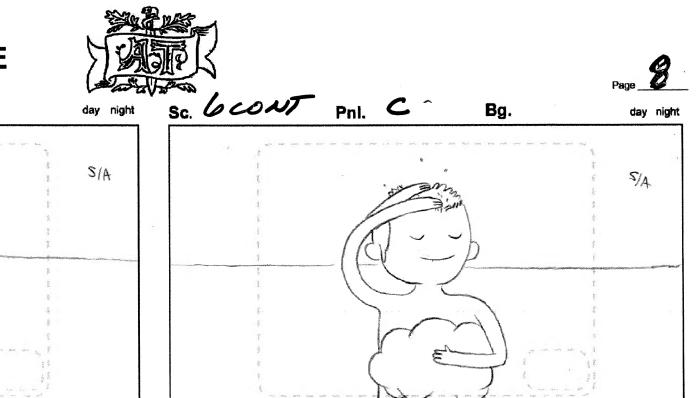
s. 46.	ADVENTURE TIME			Page 5
Sc. 7 6	Bg. The same was also as a second of the same was a second of the same	day night Sc. 4-cours	Pni. E Bg.	day night T11-7101 #300SId3
Dialog:	E: NO FAIR! I HAVE	TO TAKE	(F.) YOU'RE ALREAD) NAKED!
Action: Timing:				Production





EPISODE #

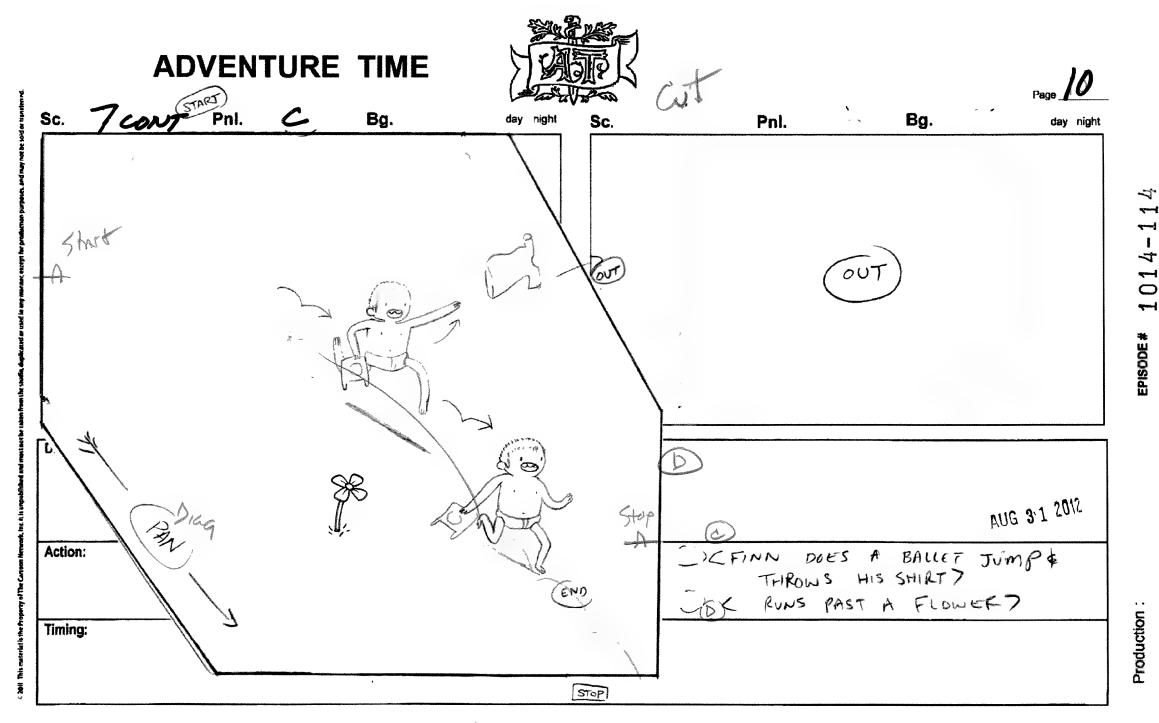
Sc. GOOUT Pnl. & Bg.

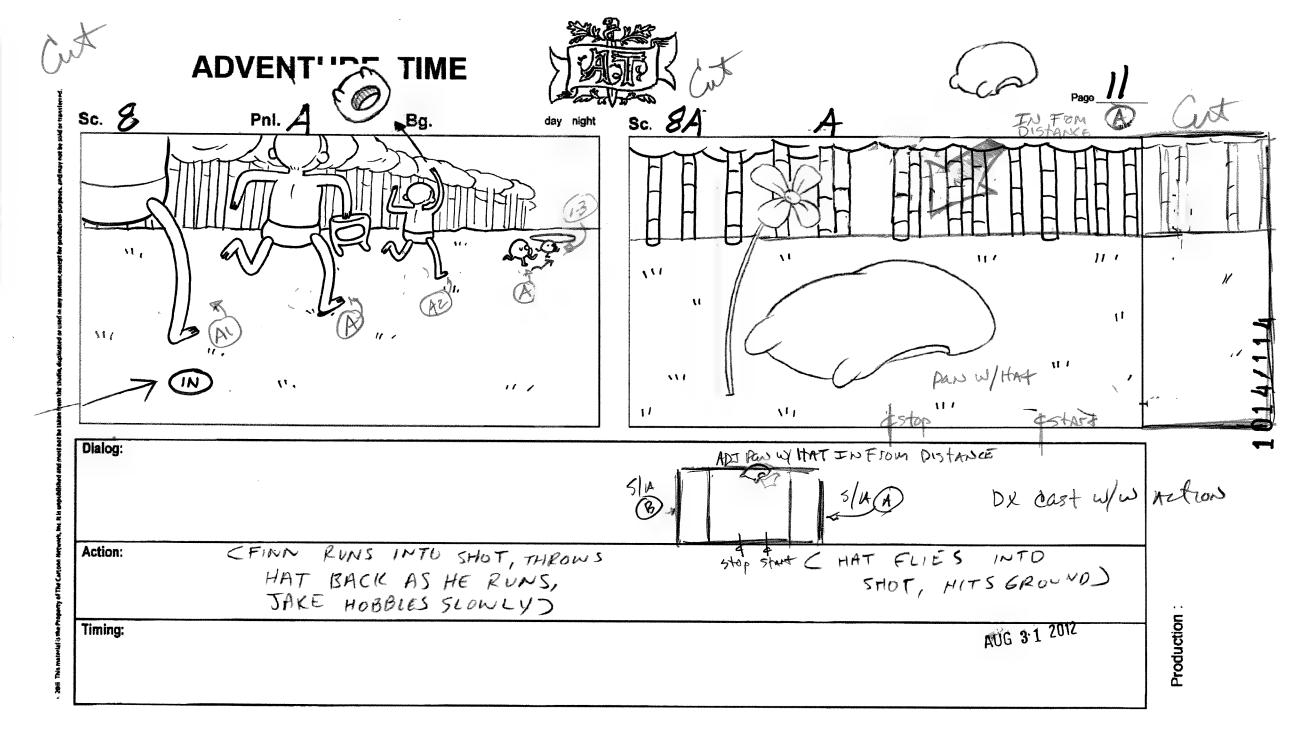


Dialog:	F: HAHAHAHA!	÷		~	
Action:	×		÷ ÷ ÷	CEINN BRUSHES HIS HAIR? AUG 3.1 2012	
Timing:					

1014/114

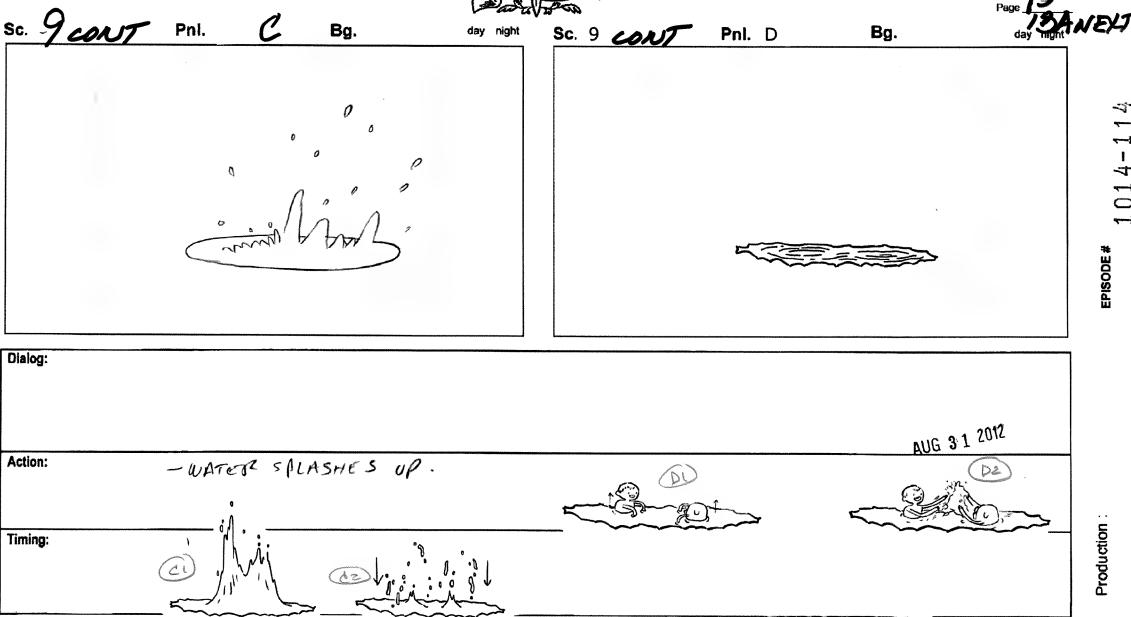
The state of the s	ADVENTURE TI	ME J			Page
Sc. 7	Pnl. 🔏 Bg	day night	Sc 7 Pol.	Bg.	day night
					S/A
Dialog:	REACH Insto Bu	ndle of clothes	Pulls	out hed.	3·1 2012
Action:		SP SP	- FINN KICKS OFF SHO - SHORTS FLY OFF/S NOT	ros and	BU
Timing:					





ADVENTURE TIME

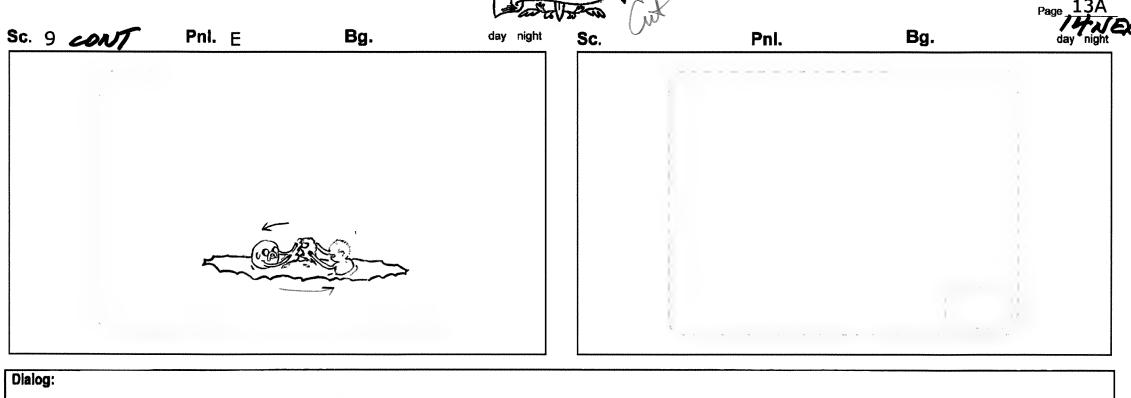




ADVENTURE TIME







AUG 3-1 2012 Action: Timing:

11014-

EPISODE#

EPISODE#

¥i.	ADVENTURE	TIME					Page	14
Sc.	Pni.	Bg.	day night	Sc. //	Pnl.	∱ Bg	-	night
he Liden from the Lidelin, deplicated or used in any manner, enceys for production purposes, and may not be sa								FPISONE # 4 O.4 I. 4 4 I.
Dialog: Dialog: Triming: Triming: Triming:					SPAPKLE. FROM T	S START HE FLOWED	TO EMIT E/SPARKLES AUG 3:1 2012	Production :

ADVENTURE TIME Sc. CONT Pnl. B Bg.	day night	Sc. // cont Pril. C	B g.	Page
	s/A			s/#
				BL glow LIGHT BOTH

Dialog:		
		2 2 1 2012
Action		MR 3.7 com
Action: FLOWER	BENDS INTO HAT	- HAT PUFFS UP LIKE 17'S
		- HAT PUFFS UP LIKE IT'S FILLING WITH AIR LIGHT EMITS FROM HAT
		- LIGHT EMITS FROM HAT
		CIONT ENTITY IIII
Timing:		

1014114

Production:

1014-114

EPISODE#

1014/1

<i>y</i>	ADVENTURE TIME		R			Page 17
sc. 14	Pnl. Bg.	day night Sc	14 cont	Pnl. B	Bg. (Ĝ-D)	day night
		3	(B)			
Dialog:			T:	FASTER! A Swi	WERE GE RL 1 AUG	31 2012
Action:	FIJ RUN IN A CIRCU	E		SWIRL STA IN O	RTS TO FOR THE CENTE F THE POOL	em
Timing:			MARKAR BERTAL BERTALAR BERTALAR (A. 1944). A PER SELAN, A PER SELAN, A PER SELAN SELAN SELAN SELAN SELAN SELAN			

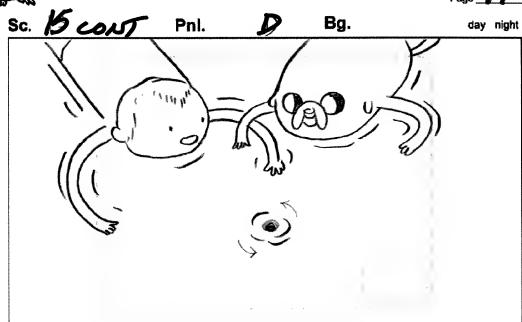
EPISODE#

ext.	ADVENTURE TIME	T MORE I		Page 18
Sc. 15	Pni. 🛕 Bg.	day night Sc. 15 CONT	Pnl. <i>B</i> Bg.	Page / Company
		2/		
Dialog:			•	
Action:		~ Fi	INN+ JAKE FLOAT INTO SI	
Timing:				

EPISODE #

ADVENTURE TIME Sc. 16 cont Pnl.



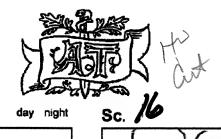


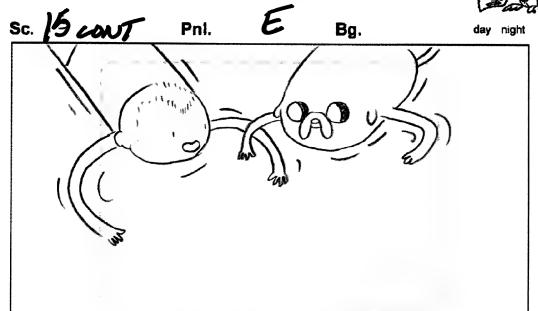
Dialog: 5. YOU READY TO GET OUT? Action: x THEY BUMP FISTS ATIG 3:1 2012 X SWILL STARTS TO SLOW DOWN/ FADE AWAY Timing:

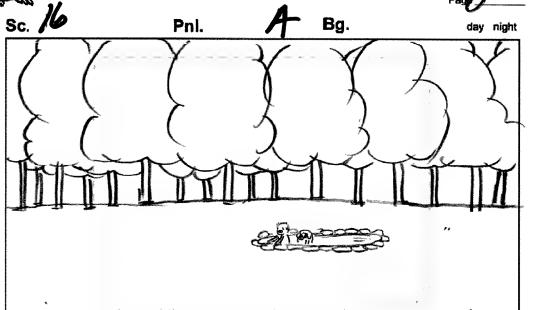
7/A

EPISODE#

ADVENTURE TIME



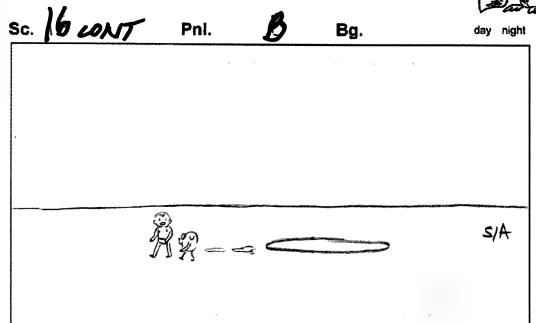


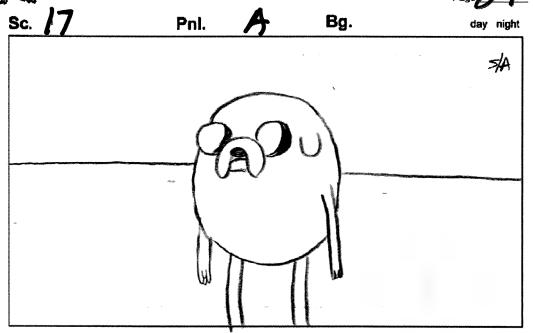


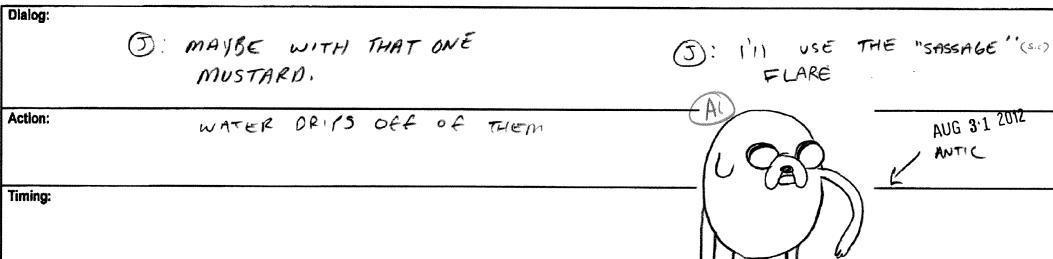
Dialog:	F) YEAH DUDE,	(J): LET'S GET BMO TO MAKE US SOME "SASSAGES."
Action:		THEY WALK OUT OF THE SWIMMIN- HOLE AUG 3:1 2012
liming:		

AD'	VEN	TURE	TIME
_		12	



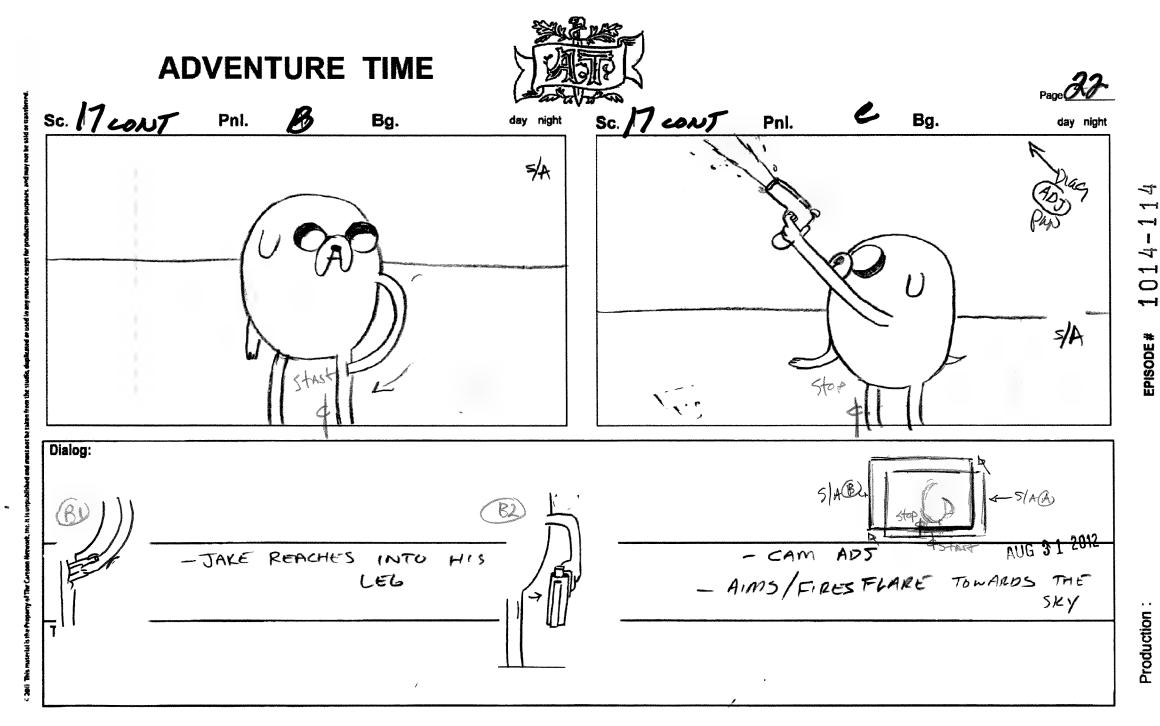






Product

EPISODE#



Al	DVENTURE	E TIME		DER CIX
Sc. 17 CONT	Pnl. D	Bg.	day night	Sc. 18 Pnl. A Bg. day night
			5/A	
Dialog:				
	ARM RECOIL	S BACK	Quickly	- FLARE FLIES INTO THE SKY AUG 3:1 2012
Timing:				

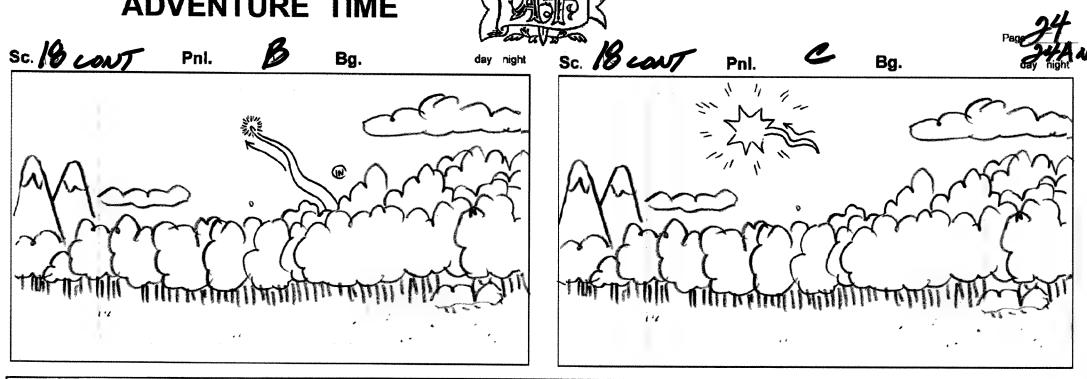
Production:

1014-114

EPISODE#

EPISODE#

ADVENTURE TIME

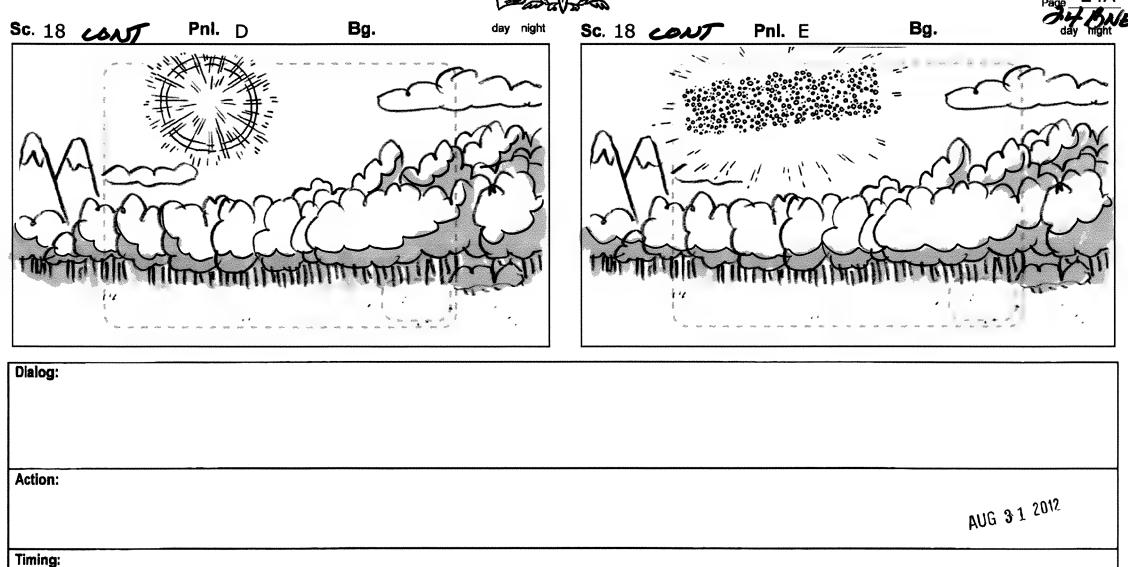


Dialog:		
Action:	- FLARE EXPLODES -	- FLARE SPARKLES SPELL OUT 'SAUSAGE'
Timing:		VIR 3.1 5015

EPISODE#

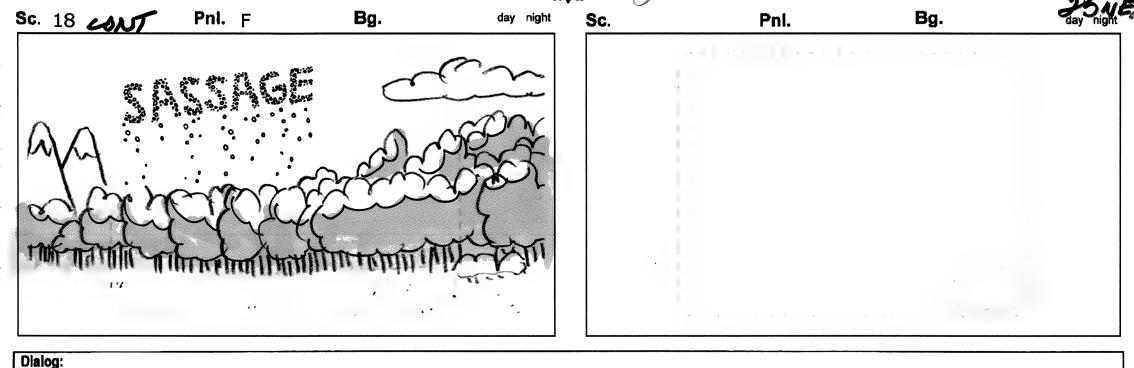
ADVENTURE TIME





ADVENTURE TIME





Action:	AUG 3:1 2012
Timing:	

01

ADVENTURE TIME



					Tasta	1				Page AS
Sc.	<i>[9</i>	Pnl.	A	Bg.	day night	Sc. 19 car)	T Pnl.	B	Bg.	day night
					BG Pan	9				5/A
Dial	oa:			·						

1014-114

Dialog:	D .	HOPEFULLY	BMO SEES	E DIDNIT	LAPY TELL YOU- TO USE THE SAVSAGE FLARE?
Action:			(A) (B)	-LIGHT EMANATES FROM FLAT	AUG 3'1 2012
Timing:		`			

ADVENTURE TIME Sc. 19 CONT Pnl. & Bg.	day night	Sc. 19 c	out	Pni.	D	Bg.	Page
	SIA		÷		···)		sA
Esto p B6 IPAID			\$				
Dialog:							
Action: Timing:				FINN	STANG	90 P	AUG 3.1 2012

1014-114 EPISODE #

Timing:

à.X	ADVENTURE	TIME		Page 27	H
Sc. 30	Pnl. A	Bg. day night	Sc. 20 cont Pal. B Bg.	day night	a
		A/s		\$/A	Episode#
					1
Dialog:		. DON'T ABUSE IT CAUSE YOURE GETTIN.	J:) I'M GETTING A	JHAT 7	1014-
Action:			AUG 3	, 1 2012	

Production:

ADVENTURE TIME



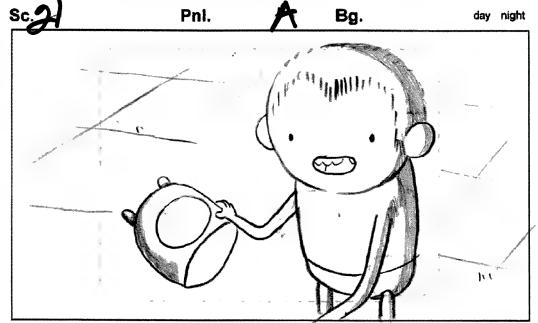


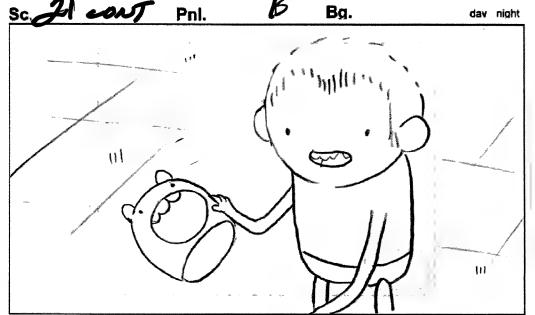
the

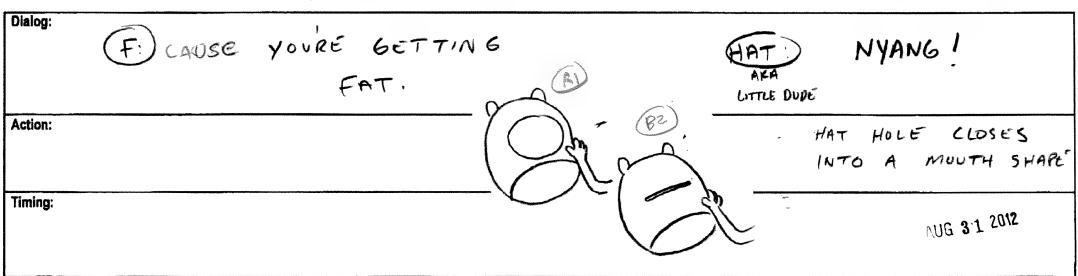
1-114

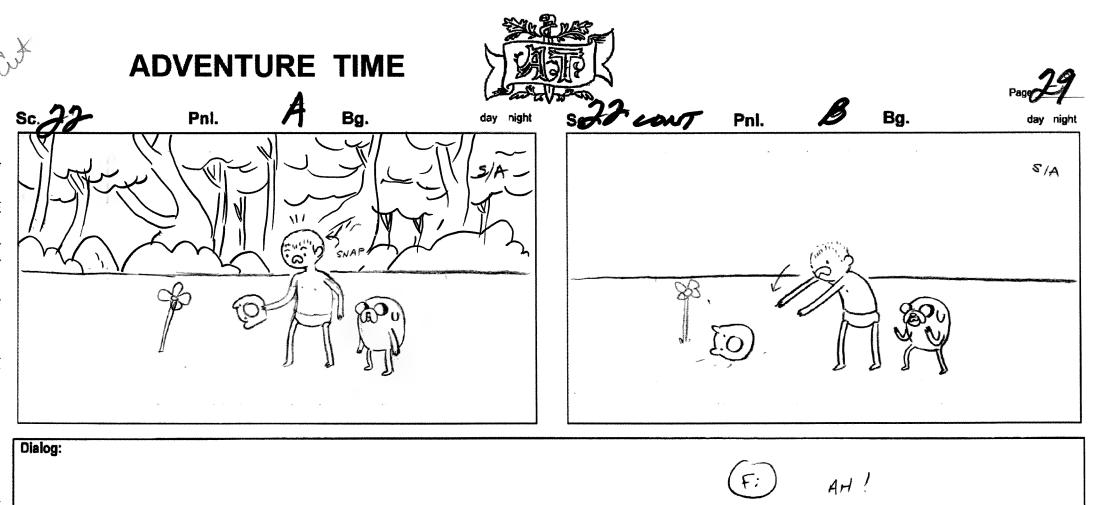
EPISODE# 1014-1

1014/114









Action: - FINN TURNS SUDDENLY
- ACCENT LINES POP OFF OF FINN'S HEAD.

Timing:

- THROWS HAT
- THROWS HAT
- THROWS HAT
- HAT HITS GROUND
HAT FLIPS IN THE AIR
AND GROWS FEET

Production:

014-

EPISODE#

ADVENTURE TIME Pnl. Dialog: WHOA ... Action: LANDS ON IT'S FEET, NUG 31 2012 Timing:

1014/114

1014-114

EPISODE#

101/1/11/

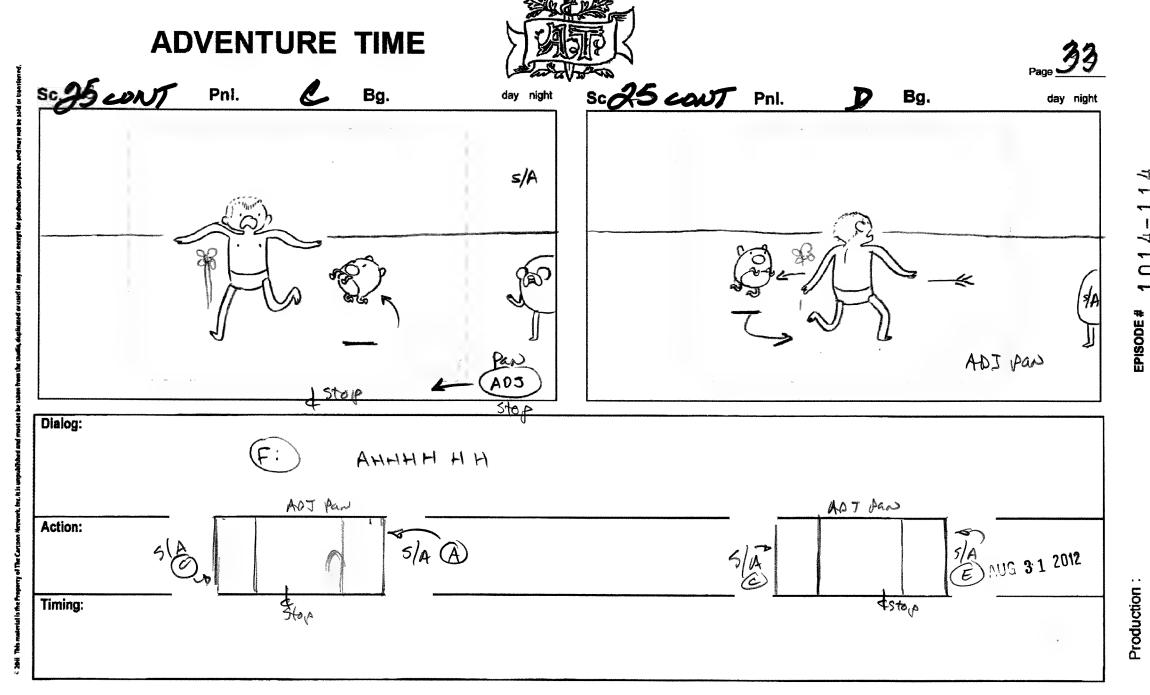
1014-114

EPISODE #

W.	ADVEN	TURE TIM	E				32
Sc. 25	Pnl.	A Bg.	day night	Soft cart	Pnl.	₿ Bg.	Pageday night
Dialog:	HAT) NYANG!		_	F) : < N	NYANG NY	
Action:		•				G. E.	(£ 1,000 D
Timing:							BE FUNNING IN A CIRCLE)

1014/114

1014-



1014-

EPISODE#

ADVENTURE TIME Pnl. Pnl. S/A ADJ Pan &stap Dialog: HAT :) NYANG ! NYANG! Action: MIG 3.1 2012 Timing:

Production:

ADVENTURE TIME



35

ic. 35 cont	Pnl. G Bg.	day night S	Pnl. # B	g. day nigi
		AD Pass stop		
lalog:	4 Step		YAH!	
ction:			FINN SWATS TH	E HAT DOWN

the Cut

14-114

Production

ADVENTURE TIME sc. 26 Pnl. A Bg.	day night sold court Pnl. B Bg. day night
Dialog:	LD. NYANG!
Action:	HAT POPS UP ONTO IT'S FEET
Timing:	

,	ADVENTURE	TIME						Page 37
Sc. Jo LONS	Pnl.	Bg.	day night	set cout	Pnl.	▶ Bg.		day night
		SYA	(2)				ŶΑ	
Dialog:				(F	HE	×!		
Action:	- HAT SCAMPERS	TO FINN		-FINN HOLDS	HAT BACK	WMH FOOT	rug 91	50/>
Timing:								

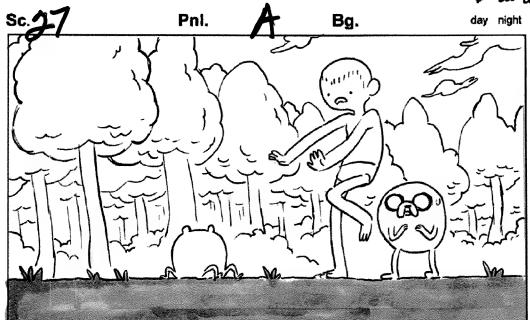
ADVENTURE TIME	TABLE V		Page 38 HV
Sc26 cont Pnl. E Bg.	day night Selb COUT	Pnl. 🗲 Bg.	day night
S		S/A	EPISODE # 1014-114
Dialog: F: RELAX !			EPIS
Action:	HF	T SITS DOWN	2012
Timing:		T. G. Film	Production

100

ADVENTURE TIME



Page <u>39</u>



Sc. 27 cowf Pnl. Bg. day night

StA

M. StA

Dialog:	J: NHOA GROB, DUDE!	J YOUR HAT'S A	LIVE!
Action:		-JAKE CRAWLS OVER TO LITTLE D -FINN STANDS ON BOTH LEGS.	NIG 3.1 5015
Timing:			

Production :

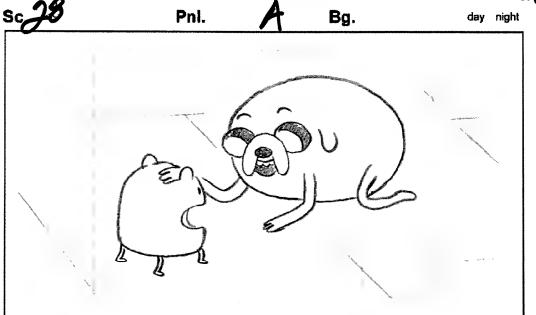
EPISODE#

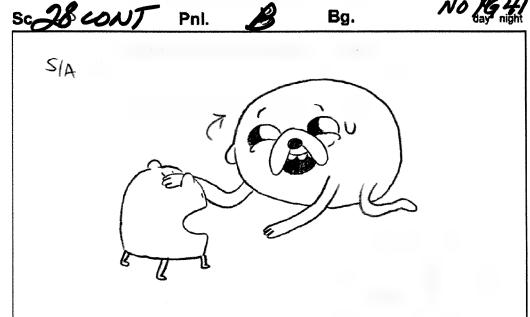
ADVENTURE TIME

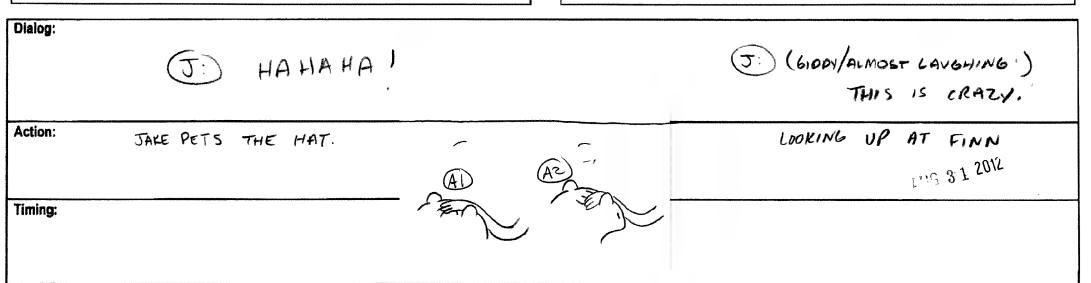


Bg.

EPISODE#







Production:

1014-114

EPISODE#

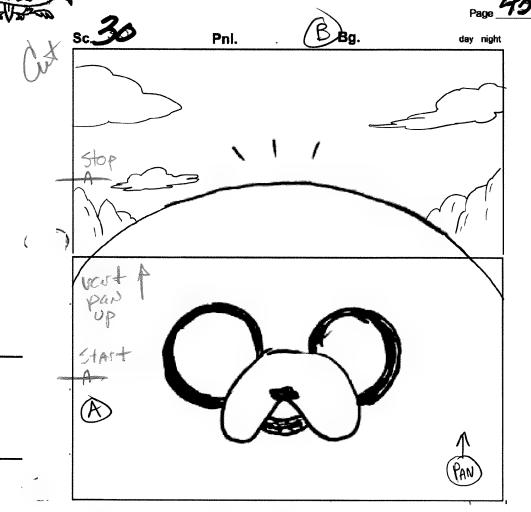
Production:

W	ADVENTURE TIME	
Sc. 29	Pnl. A Bg. day nigh	School Pnl. Bg. day night
Dialog:		
Action:		JAKE PETS HAT . AUG 3:1 2012
Timing:		

404 1144 14

Timing:

ADVENTURE TIME SIA Dialog: Action: - HAT LOOKS UP AT JAKE.



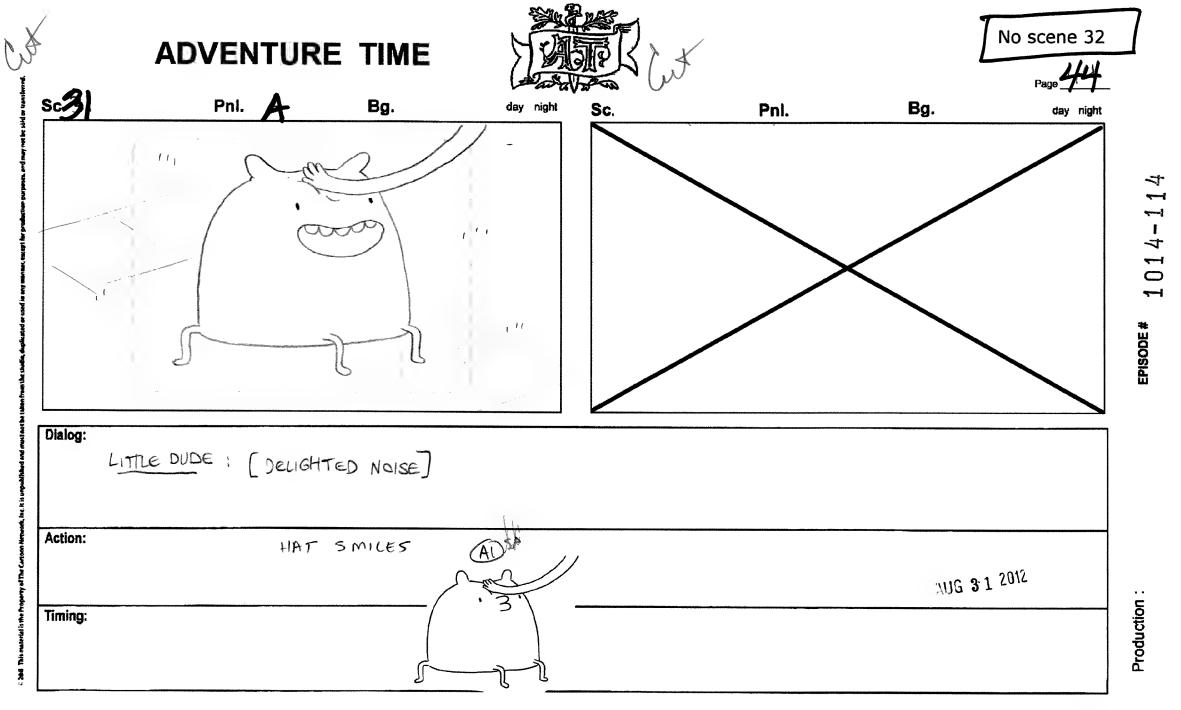
1) HE LIKES ME!

- ACCENT LINES POP OFF OF JAKE'S HEAD 2X

111G 3 1 2012

1014-114

EPISODE#



1014-





Sc. 33 Pnl. A Bg. day night Sc. 33 COUT Pnl. B Bg. day night

Sc. 37 Pnl. B Sc. 37 Pnl

Dialog:	F: It's not my hat	F: It's like, this other thing now.	
Action:		AUG 3	1 2012
Timing:			

Production :

Sc. 34

ADVENTURE TIME

Bg.

Pnl. A



day night

408

Page 46 Sc. 34 CONT Pnl. B Bg. day night

Dialog: Hat: Nyang! Action: Hat jumps on Jake's head AUG 3:1 2012 Timing:

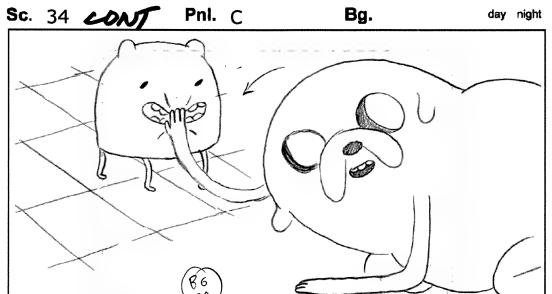
014-1

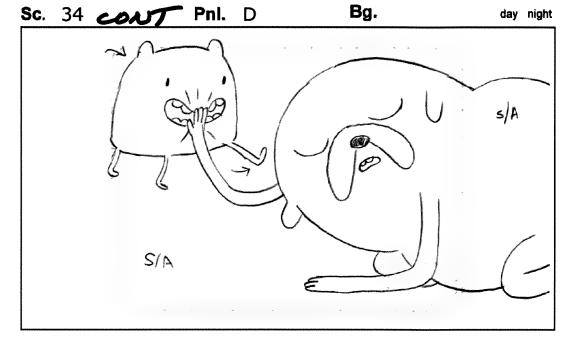
EPISODE #

ADVENTURE TIME



No Scene 35





Dialog:	J: Yeah man, hats can be anything Pants	J: Other people It's fine.	
Action:	Jake pushes LD back		VAC 3.7 5015
Timing:			

014-

11 1/ 1/ 1/ 1/

1014-114

EPISODE#

ADVENTURE TIME Pnl. 🗷 Pnl. Bg. Bg. day night Willer William EPISODE# Dialog: (0/5) BEST. THE ... RIGHT. MAYBE IT'S GOOD HE'S ALLUE Action: AUG 3-1 2012 Production: Timing:

1014/114

1014/11,

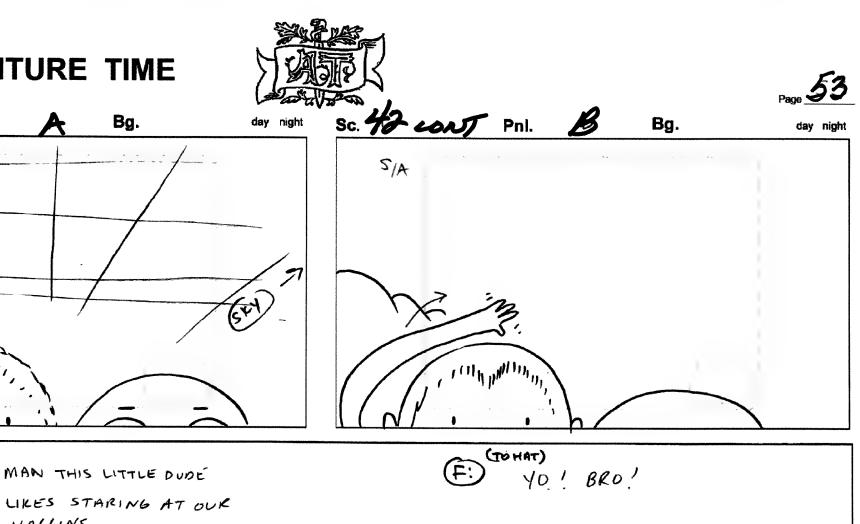
1014-114

EPISODE#

C.X	ADVENTUR	E TIME					. 51
sc.46	Pnl.	Bg.	day night	Sc. 40 cout	Pnl. B	Bg.	Page
			make analysis on	SIA		Jan	•
Dialog:				L			
						WERE A RA 10W You'RE	
Action:				-FINN GETS CI	DOWN ON HIS	HANDS AND KN	
Timing:							

Bg.

NOGGINS.



(FINN WAVES HAND) AUG 31 2012

Production:

7 01

EPISODE#

ADVENTURE TIME





Pnl. Bg. vert Pan

5/A@

Sc. 42 cont Pnl. Bg. S/A

EPISODE#

1014/114

Dialog: 5(A(A) TATE A

OUR EYES ARE DOWN HERE.

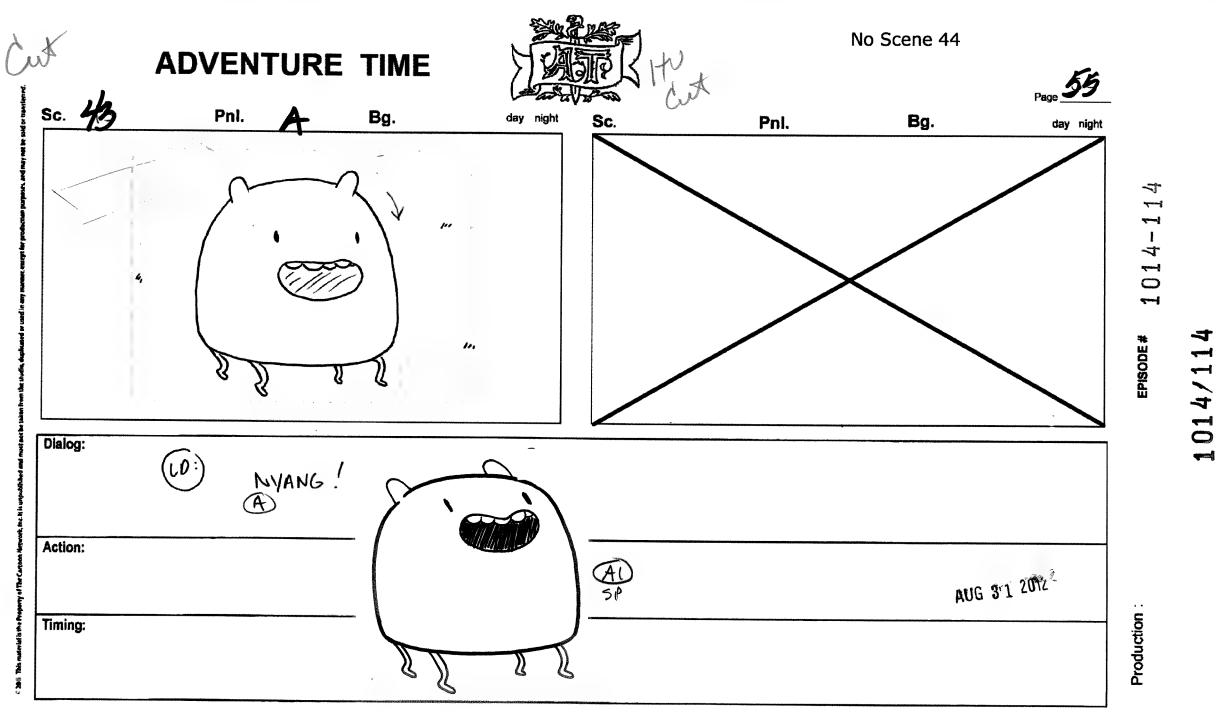
Action:

CAMERA PANS DOWN . TO F+J

AUG 31 2012

Timing:

Production:



\supset	
-	
4	
-	
-	

NO 52 44	
ADVENTURE TIME	E Page 56
Sc. 45 Pnl. A Bg.	day night Sc. 45 COUT Pnl. B Bg. day night
	EPISODE # 1014-114
Dialog: F: C'MON LITTLE DU	NOE! BULET'S 60 LIVE LIFE! NYANG! NYANG! AUG 31 2012
Action: Timing:	B) FINN STANDS UP. B2 LITTLE DUDE ' SUMPS UP+ BOWN + BAKES
	Production Production

sc. 46	DVENTURE TIN	day night	sc. He can	Pnl.	Bg.	Page <u>57</u> day night
						SIA
			≪€ o•			
Dialog:			(IN			
Action:				- LD JUMPS ARMS.	UP FATO	FINN'S
				ARMS.	AUG 3	1 2012

Action:

Timing:

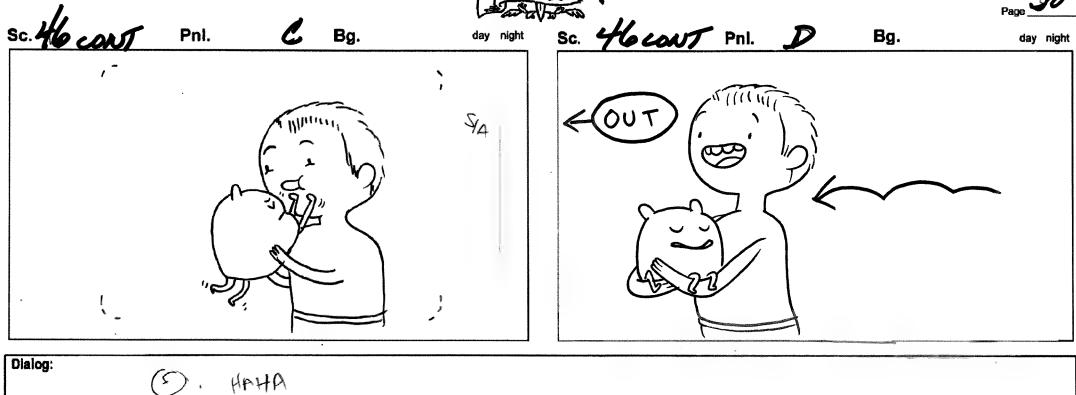
Y	Waste (

ADVENTURE TIME

- HAT REACHES FOR FINN'S HEAD







ikker-respitationska objektion produktivoski katematoriski ospitation stammatorismost in	3		
	*	4	

AUG 31 2012

Production:

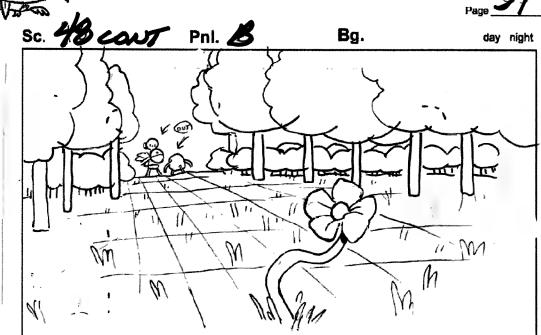
1014-

EPISODE#



JW ...





1014-11

EPISODE#

Dialog:

OTH: YEAH! WHOO!

Action: -F+J RUN AWAY FROM POOL,

-F+U DISAPPEAR OVER HILL

AUG 31 2012

Timing:

Production:

	-
	_
	4
`	•
F	-
þ	عطس
1	_

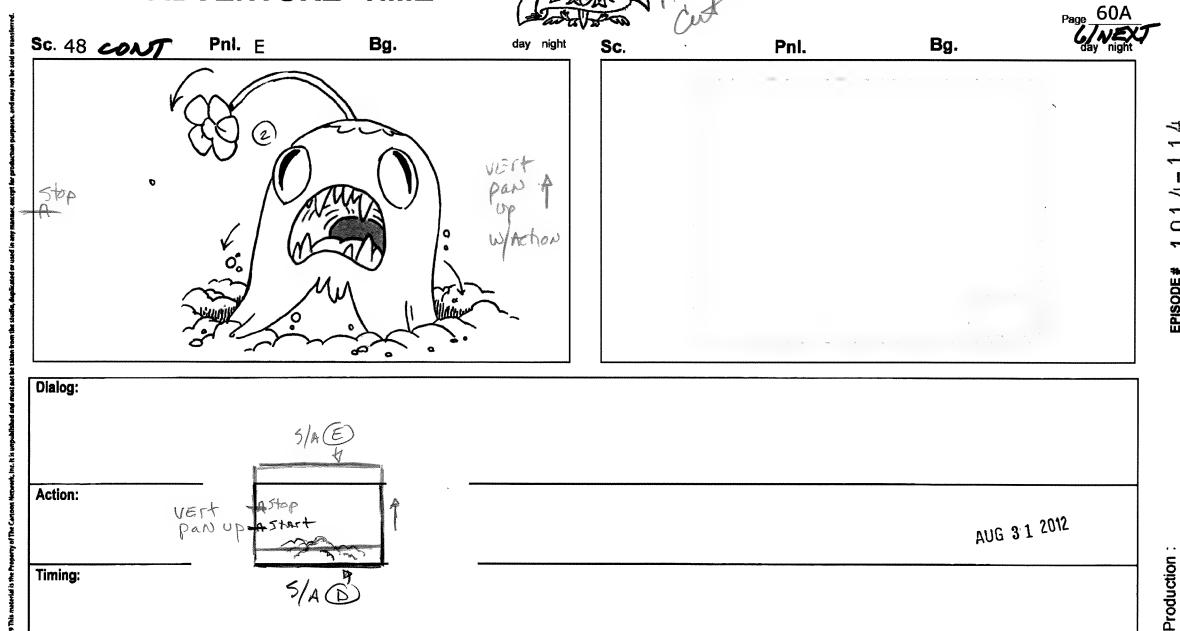
	ADVENTURE TIME Pol. & Bg.	day night Sc. 48 cont Pnl. Bg. Bg. Bg.
	The state of the s	Start
Dialog:		DW: RAH!!!
Action:	GROUND SHAKES.	DIRT WIZAKN POPS OUT OF GROUND AUG 3'1 2012
Timing:		Aou o -

P

EPISODE#

ADVENTURE TIME





and a second	4	Ċ	V
		s uansterred.	

ADVENTURE TIME





sc. 49		Pnl.	A	Bg.			day night
**	ţe.	11	t.	p if	#1	,,	i,
Ħ		tı	t ·		ie	1.	
11	,,	••	tr	11	4		1,
111		131	ויא		tet.		lts
	to.	į į	en-a	je≱	H		
(11)		t 3+		~· ≧•a 11·		li,	11+
111		it	J 64 , ~~	11.	ţı,		
111	١	11	ļu				i _s i

Dalog:			
	DW RAH !!		
Action:		-DW PULLS AN ARM	
			AUG 3.1 2012
imina:	•		Harris

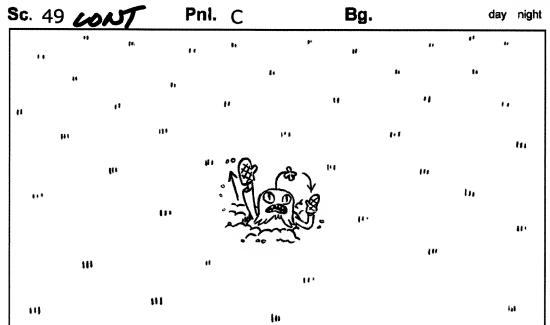
Production

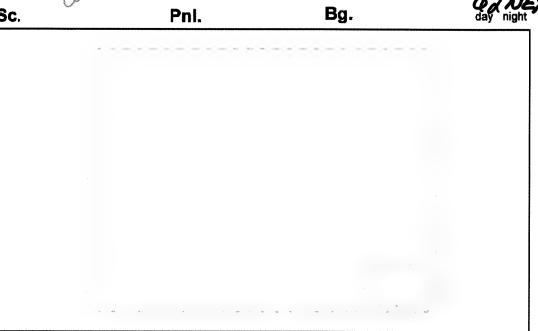
01

EPISODE#

ADVENTURE TIME



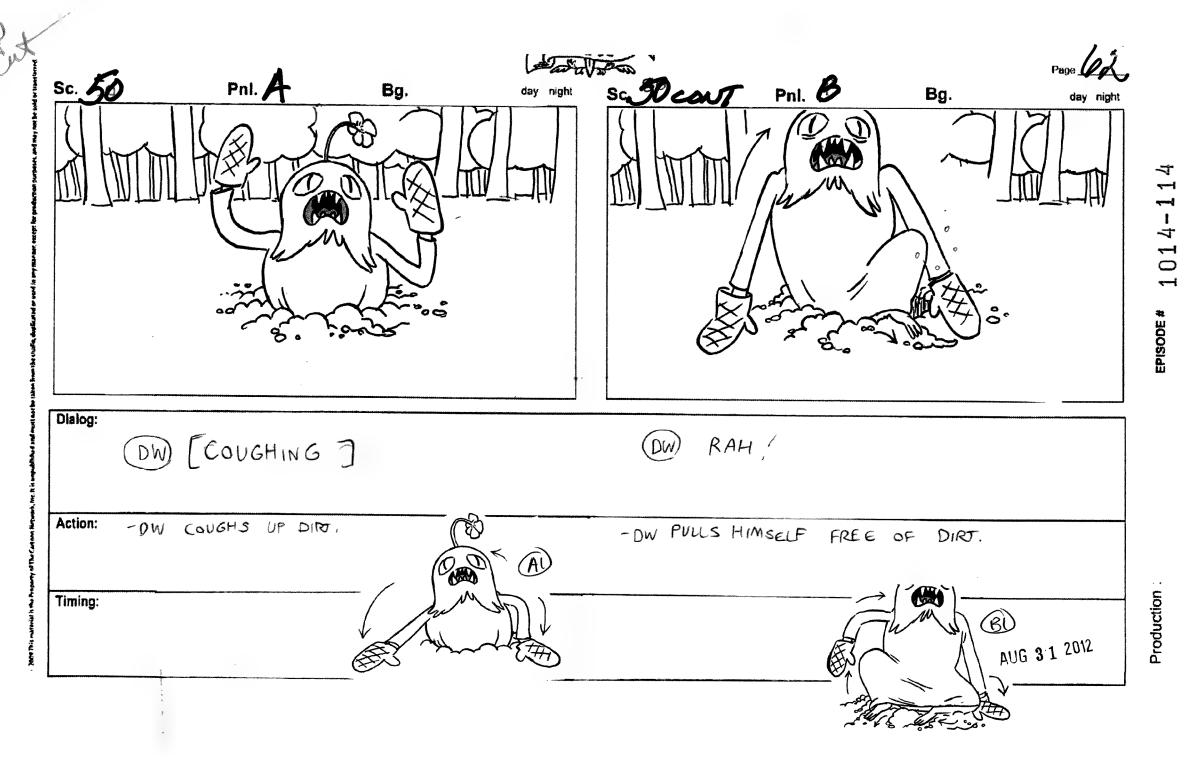


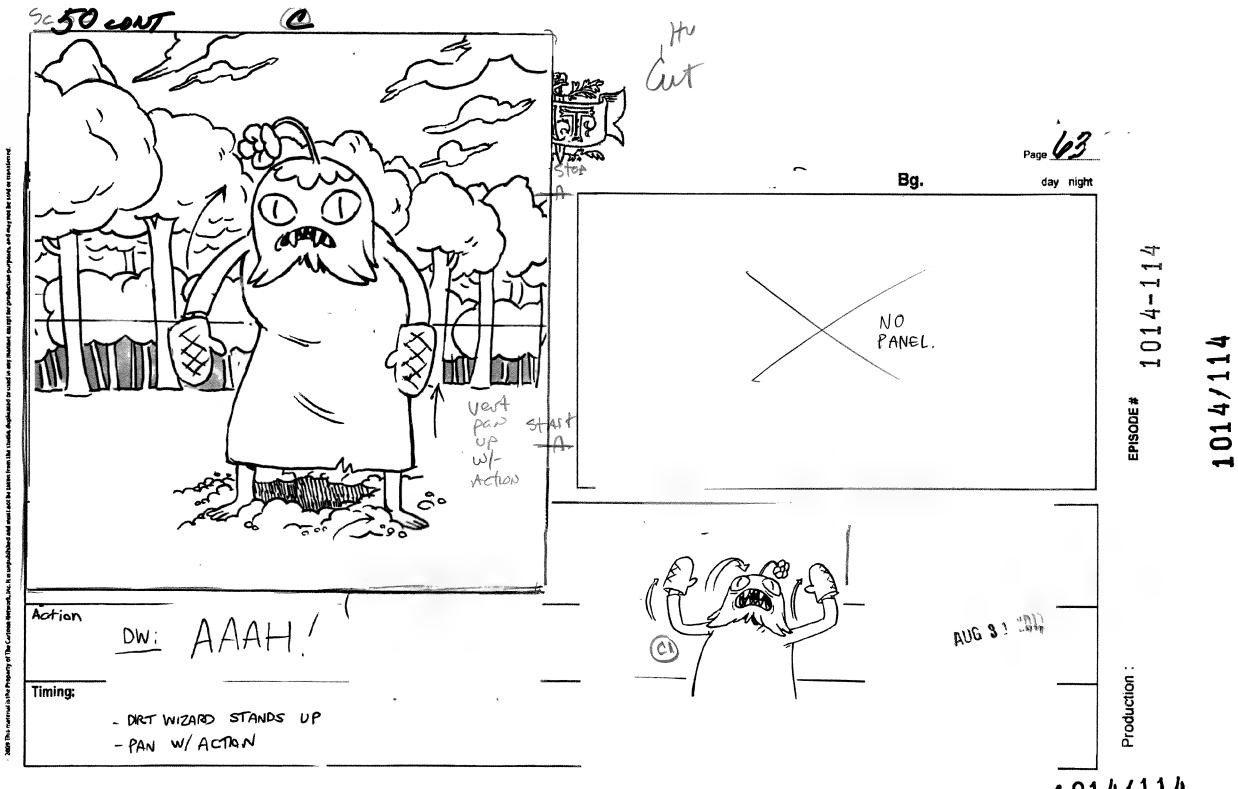


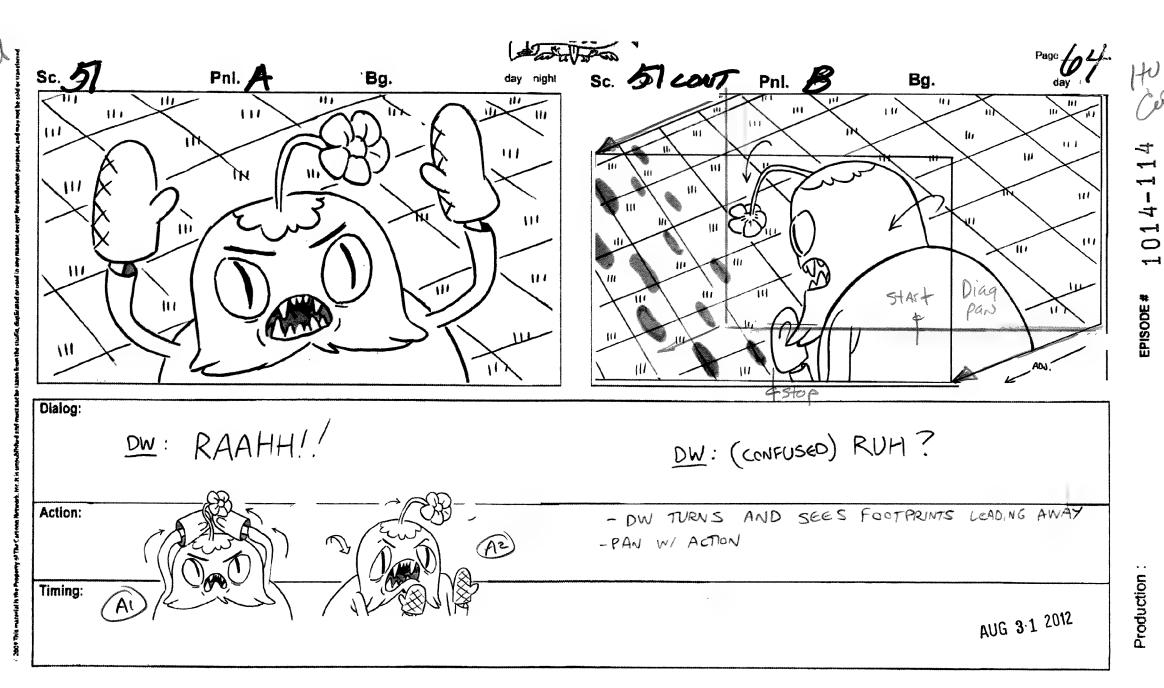
Dialog:	
	AUG 3.1 2012
Action:	
Timing:	

Droduction

 \bigcirc







V	Ņ		X
	Marin service della	j	disease!
		ž.	



ADVENTURE TIME

Bg.

Pnl. A





**	
EPISODE	

PART OF THE PART O	

Dia	log:

DW: [INSANE HEAVY BREATHING]

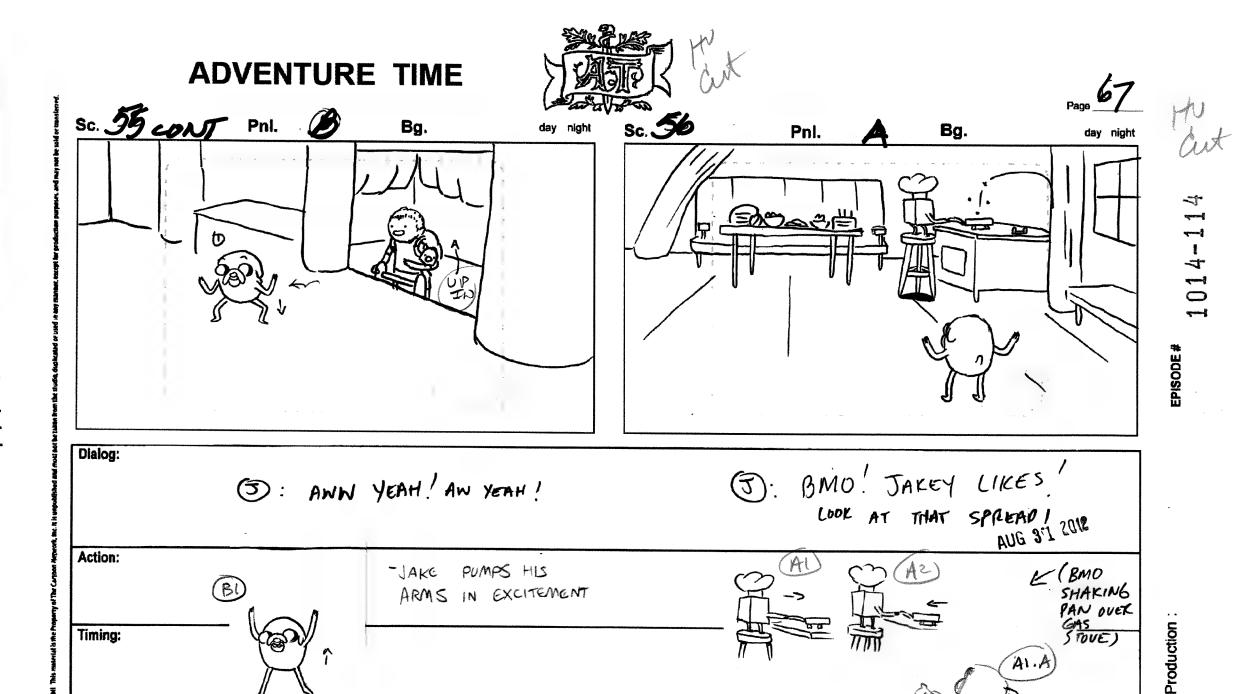
DW: (FRUSTRATED) RAAAAAH!

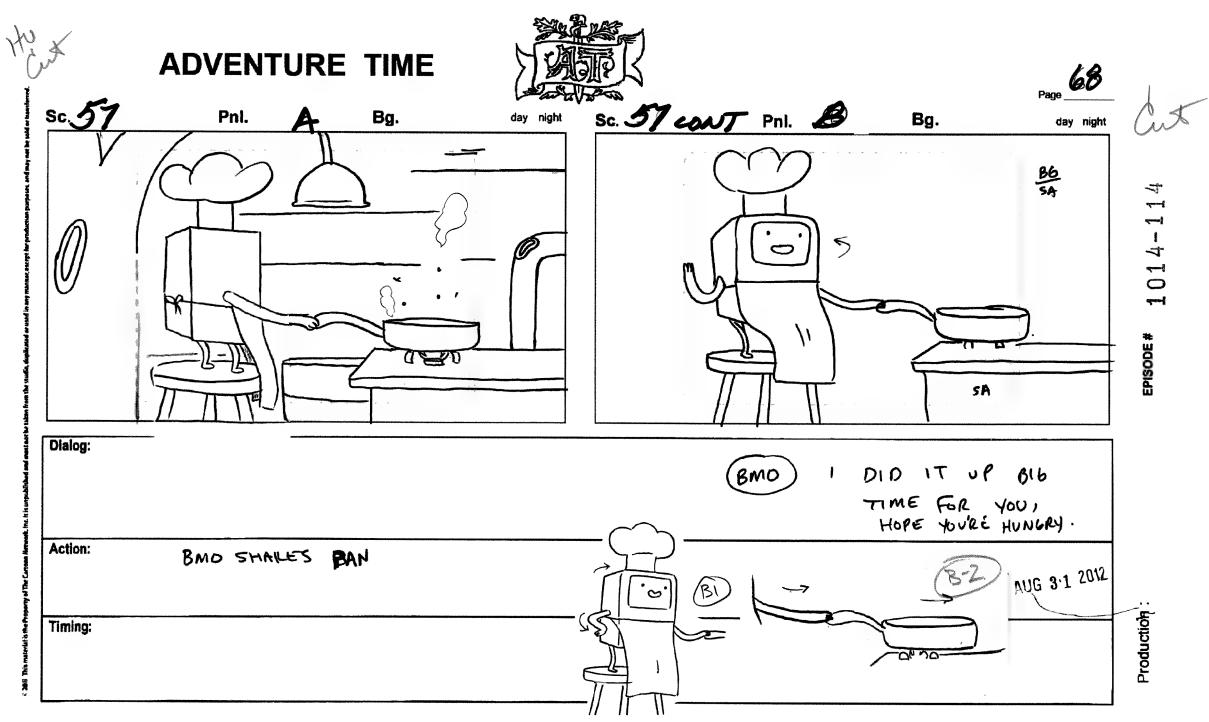
AUG 3.1 2012

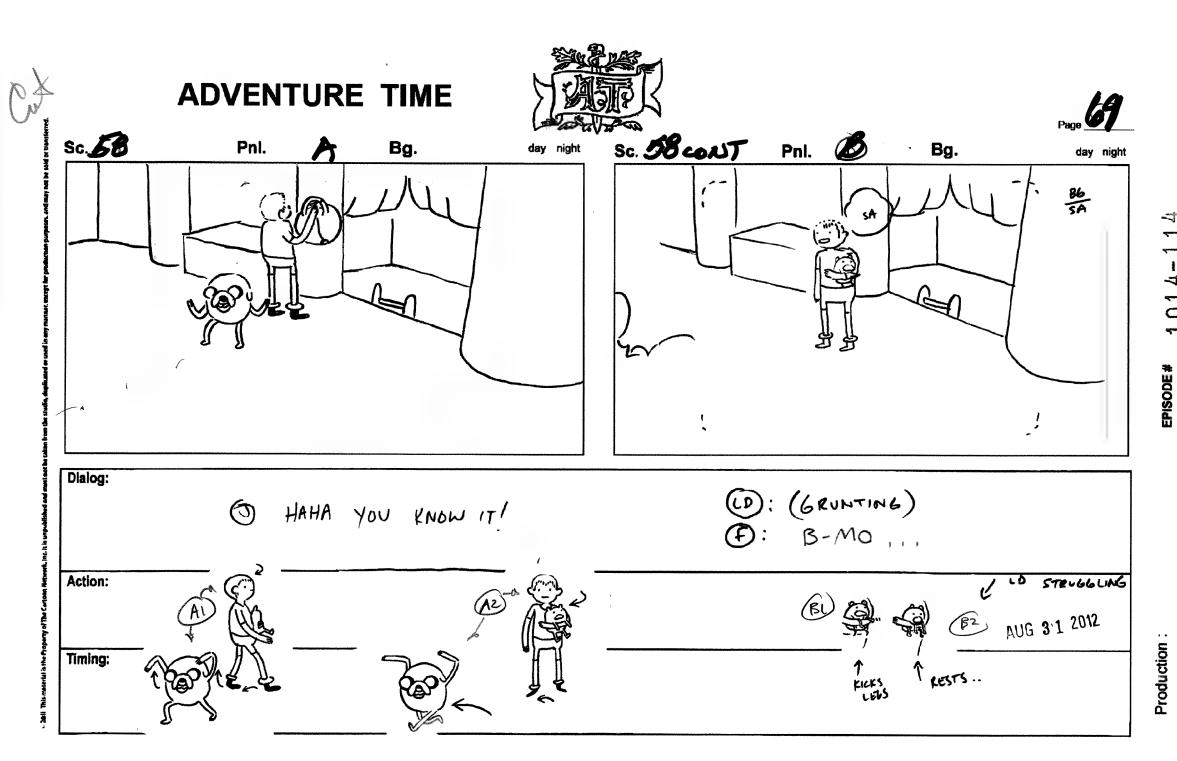
Timing:

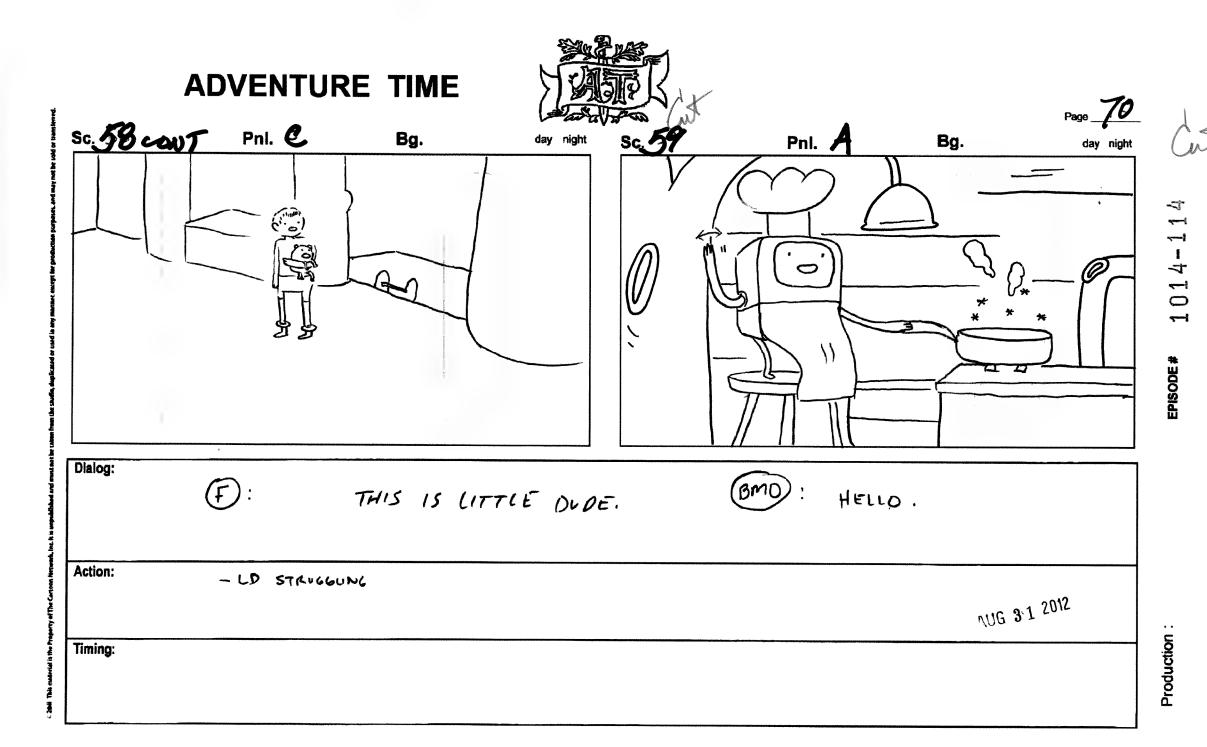
Action:

Production:



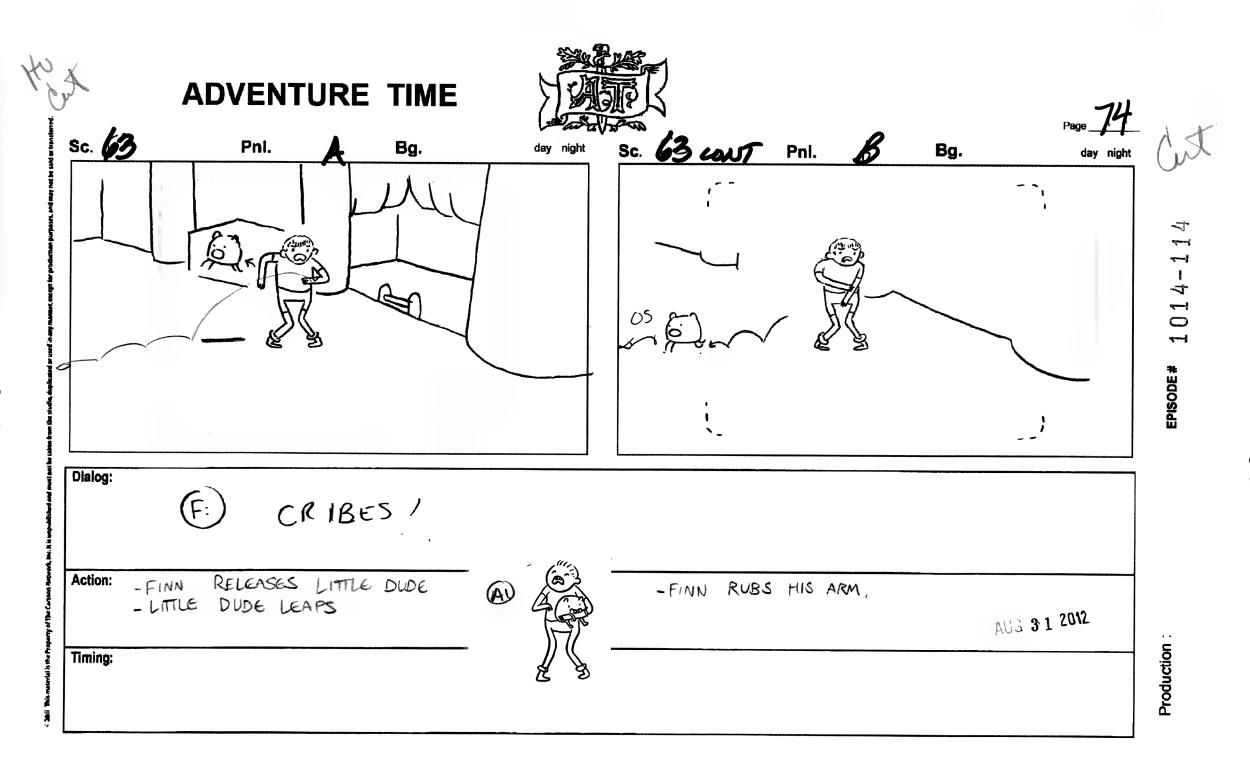


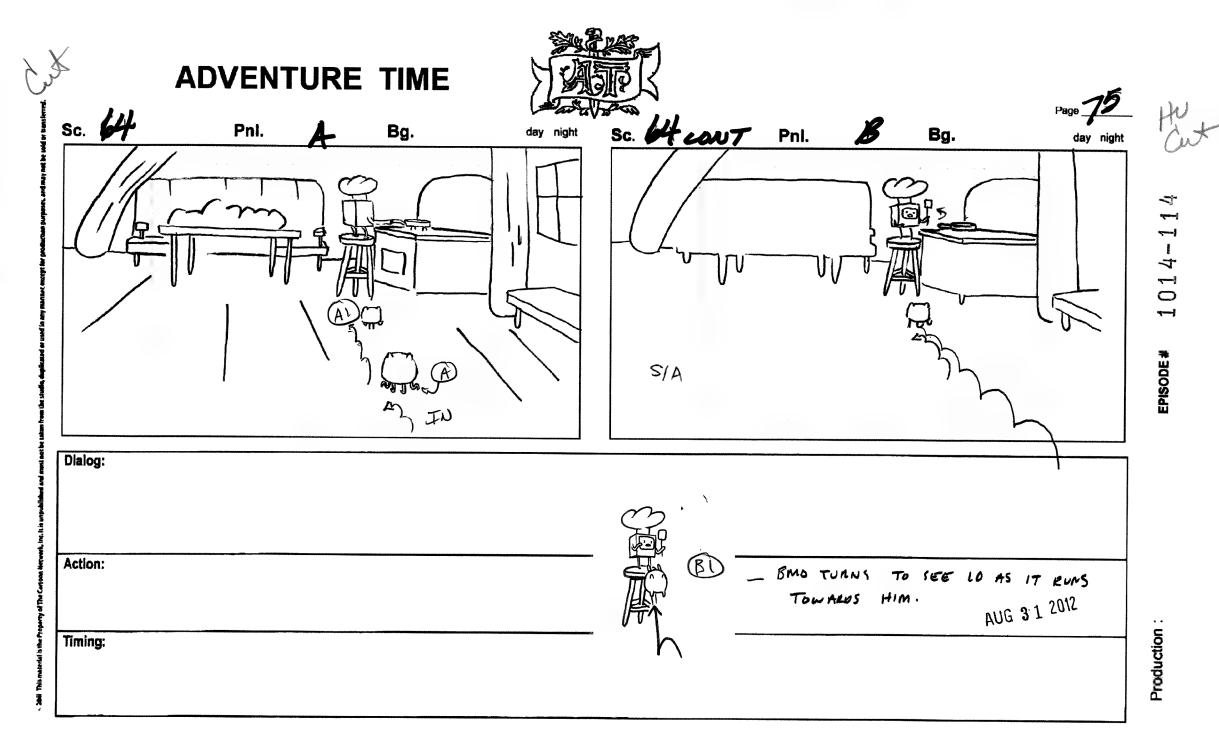


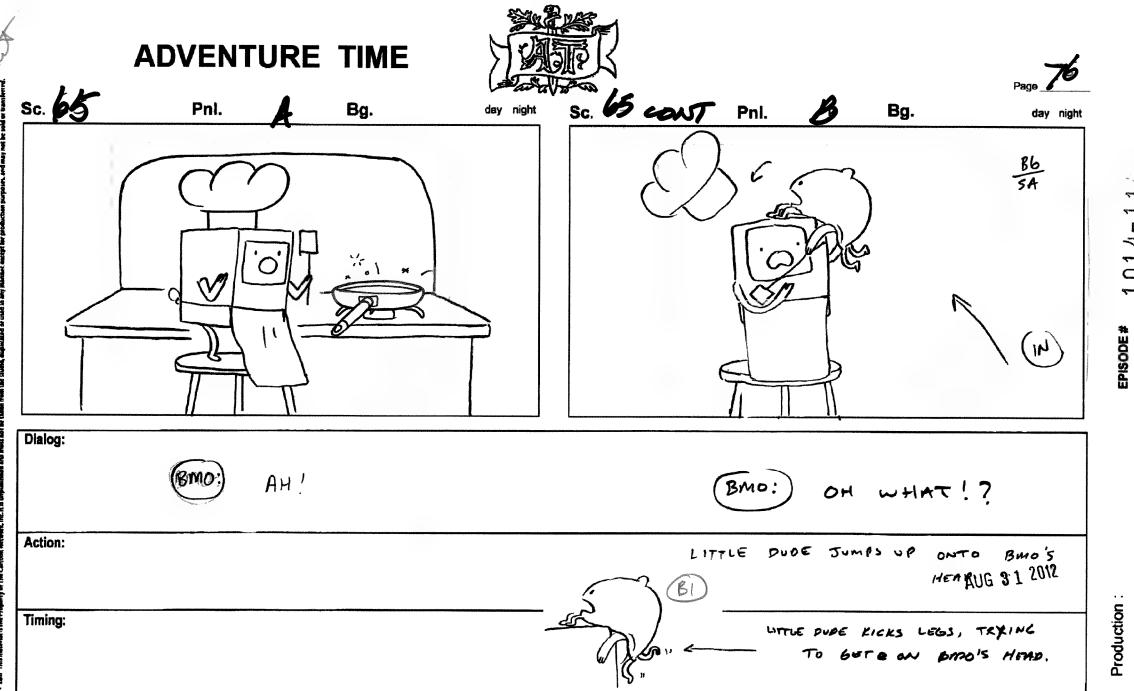


	ADVENTUR	E TIME						Page 71	44
Sc. 60	Pnl.	Bg.	day night	Sc. 60	CONT	Pnl. $m{\mathcal{B}}$	Bg.	day night	- Cur
									EPISODE# 1014-114
Dialog:	LD (STA	UGGLE GRUNTS)		(9)	(CURIOUS	s) NYANG	;?		
Action:					(LD LOOK	AT BMO.	AUG 3.1 2012	
Timing:									Production

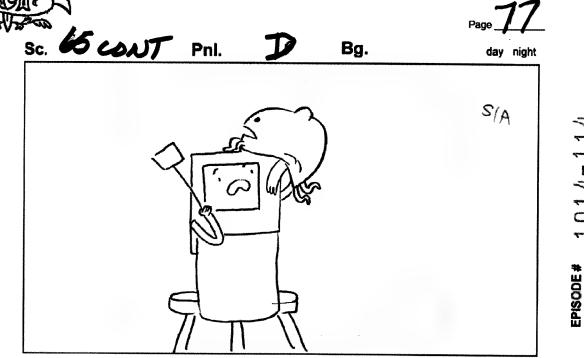
p. S.	ADVENTURE	TIME					72	
Sc. 62	Pnl. 🛕	Bg.	day night	Sc.62 CONT	Pnl. 💋	Bg.	Page 73 day night	the
								EPISODE# 1014-114
Dialog:	(D) DYANG	, (, .		(D) [CHON	nP)	our Rit	Č.	
Action:				1/2	and J	(BI) - BITES	1	 c
Timing:							1 በ1 ረ	Production 114

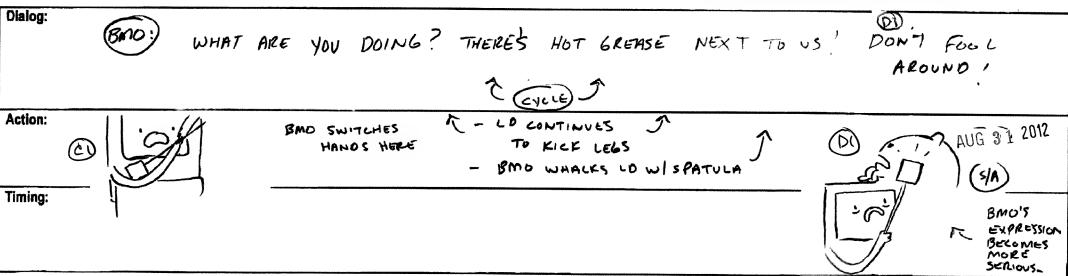






ADVENTURE TIME Sc. 65 wart

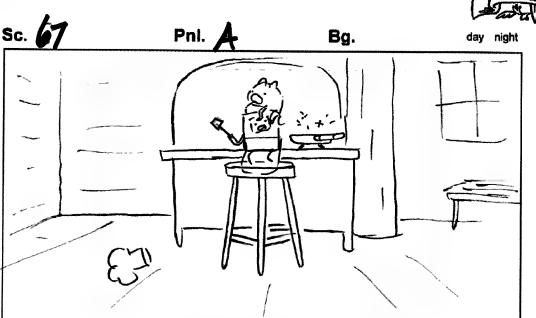


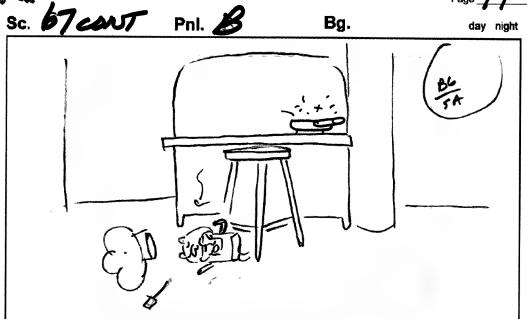


S/A

Sc. Bear	ADVENTURE T	FIME Bg. day nig	Mark that	Pnl.	♣ Bg.	Page <u>78</u> day night	+ H
t be taken from the studio, deplicand or used to any marmer except for production purposes, and may not be:		S/A		Fini.		day night	EPISODE# 1014-114
Olalog:	NYANG! NYANG	/		(BMO):	GRUNTS))	
Action: Timing:	LD STARTS TO LLIV	MB ON BMO'S	A	0-07		AUG 3·1 2012	Production :

h	3
ed or used in any maxime; except for production purposes, and may mat be said or unastierred.	Sc.
t for production purpose	-
ior tised in any manner, excep	





The long of the lo	Bmo: oh!!
Action:	BMO FALLS AND HITS THE GROUND AUG 3.1 2012
iming;	

Production:

014

and a

1014 - 1

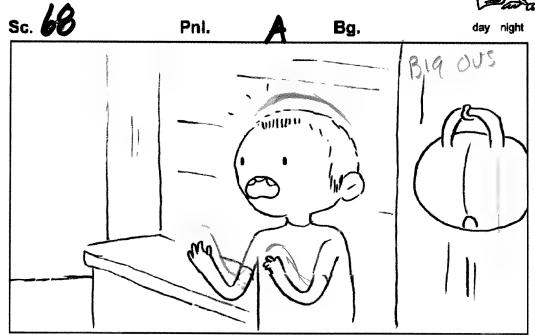
EPISODE#

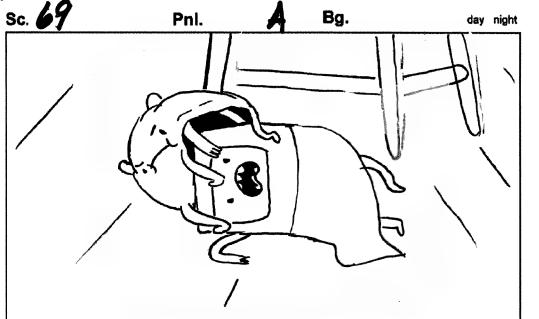
by S

ADVENTURE TIME



Page **80**





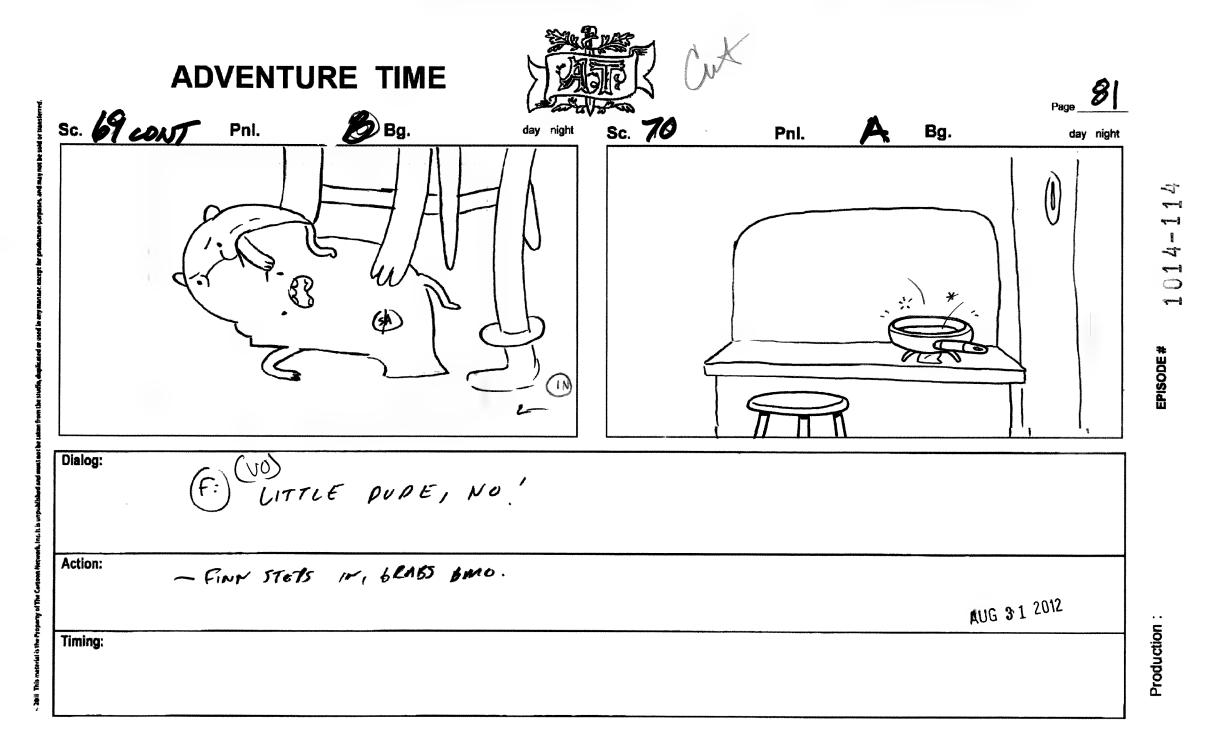
Dialog:

(F:) GASP:

Action:

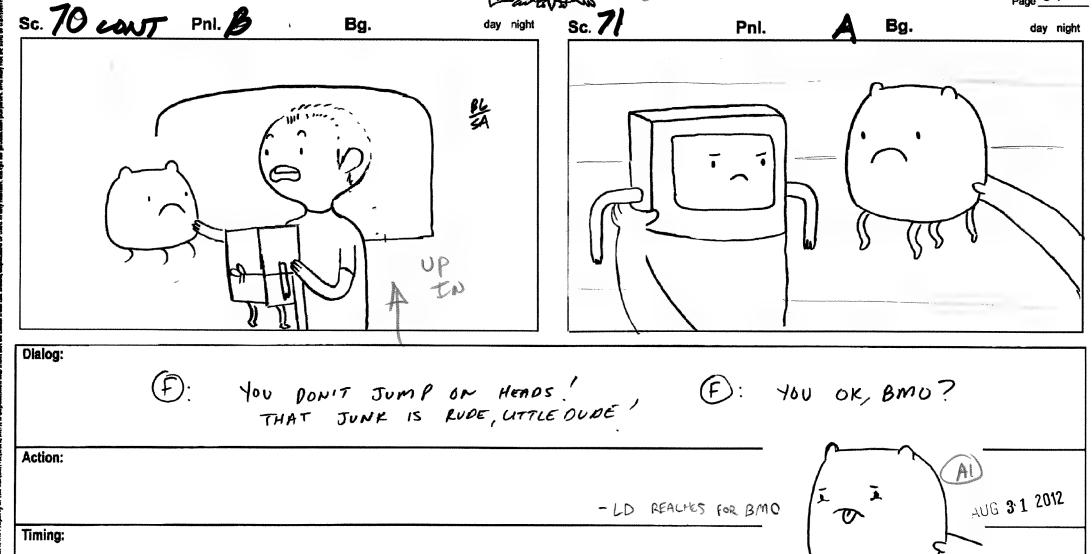
Aug 31 2012

Production :



ADVENTURE TIME

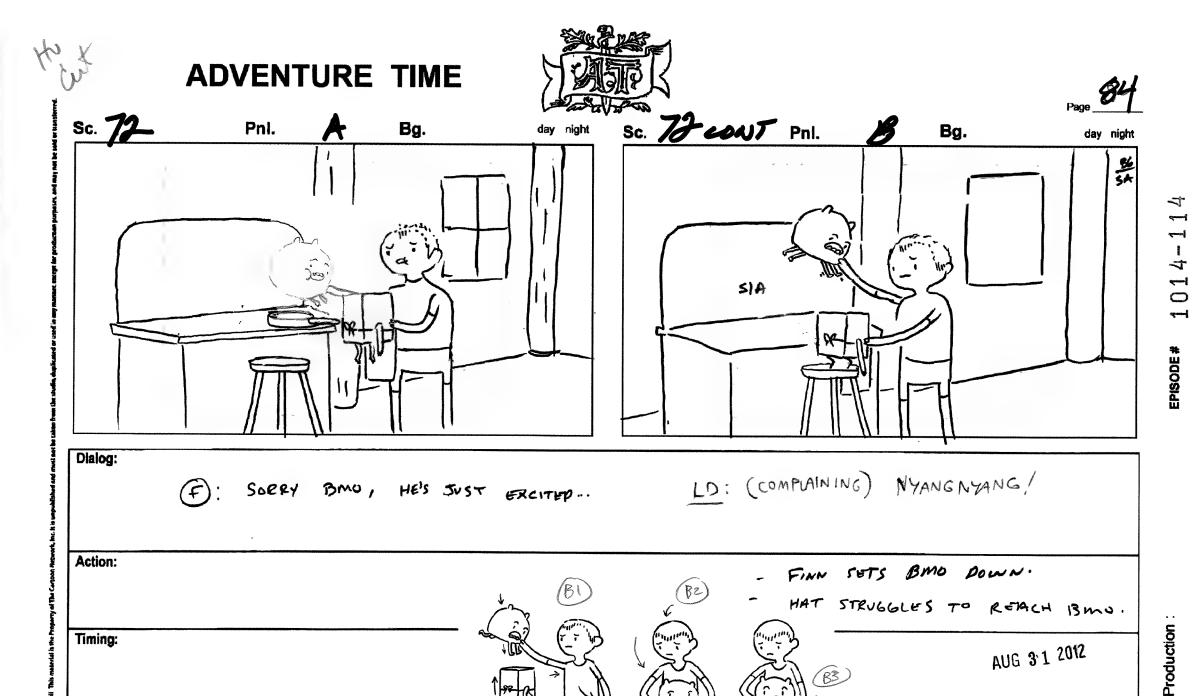




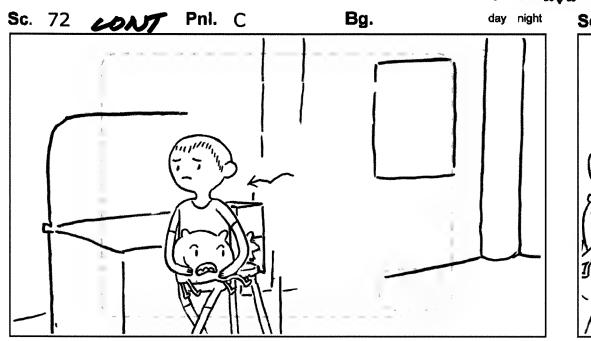
1014/114

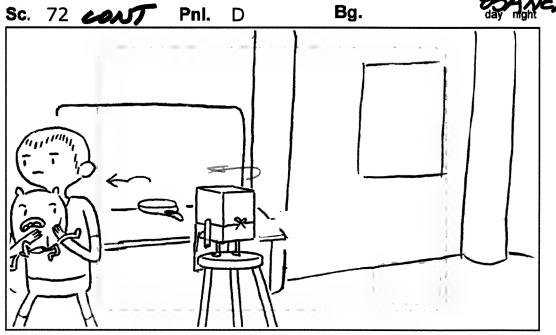
1014/114

1014-





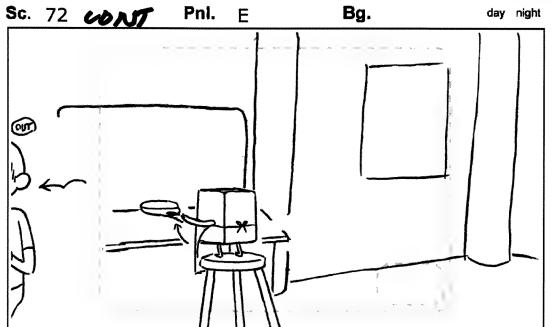


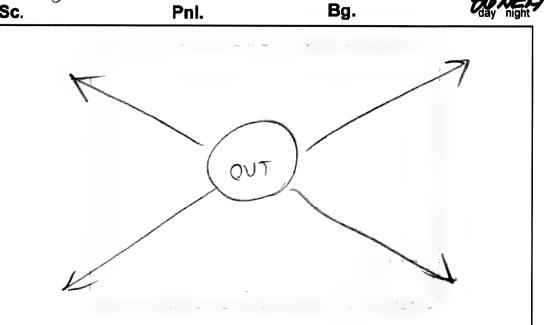


Dialog:		
Action:	- BMO turns towards range	2012
	- Little Dude continues struggling	AUG 3:1 2012
Timing:		

.







Dialog:

Action: - BMO REACHES FOR PAN

. FINN WALKS OUT OF SHOT.

Timing:

Production:

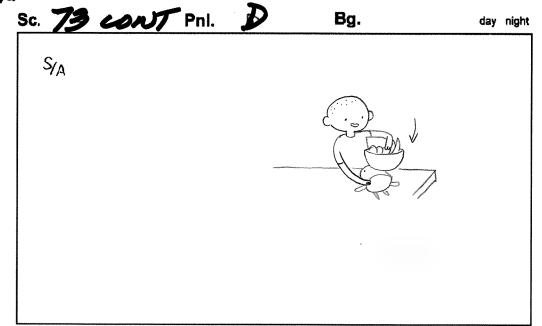
1014-114

_	ADVENTUR		Taria					Page 86
Sc. 73	Pnl.	Bg.	day night	Sc. 73	cont	Pnl.	Bg.	day night
				STA				\$ }
Dialog:		K NO BLFLAME Calle	FX ON			Sorry Li	ttle Dude, but I	gotta eat
Action: - FIN	N SITS DOWN AT TAB	LE.				FINN CIA	FTS UP BOU	~ C 1 2012



Page **87**

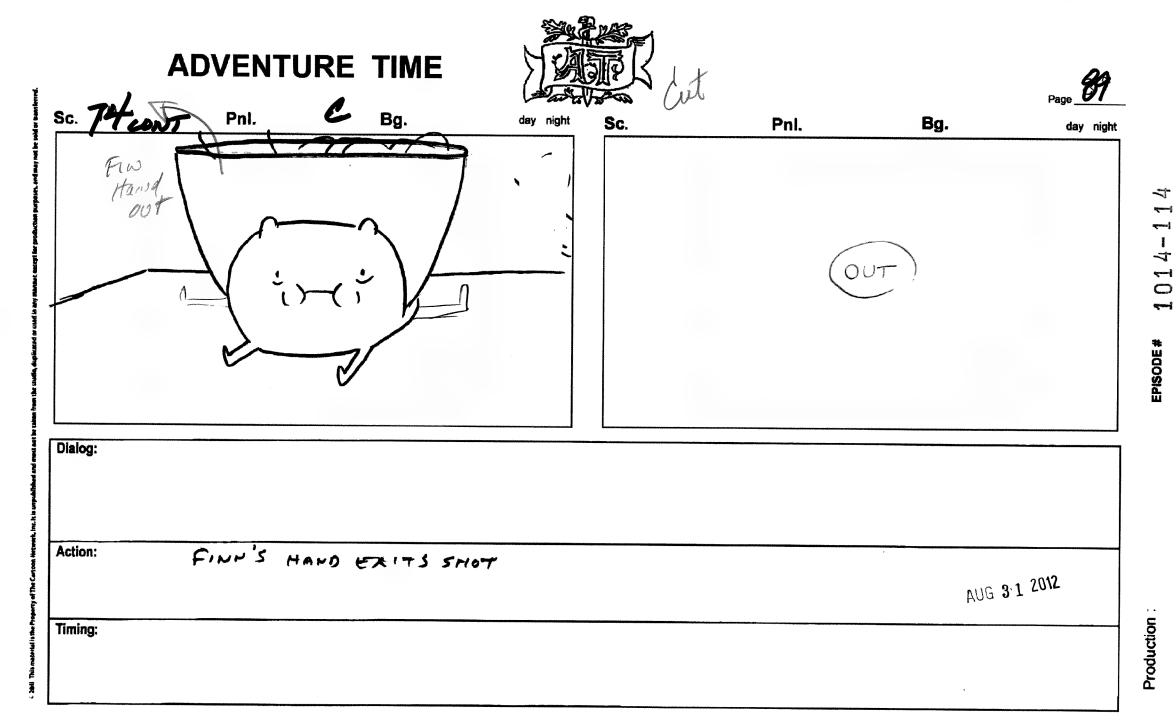
				_		Lave		
Sc	73	CONT	Pnl.	e	Bg.	day night		
	SIA							
					30 //			



Dialog:	PANP YOUR ENERGY IS	(F) A LITTLE TOO MUCH!	•
Action:		AUG 3:1 2012	
Timing:			•

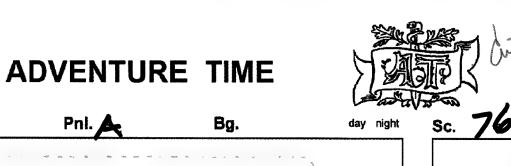
Drodu otio

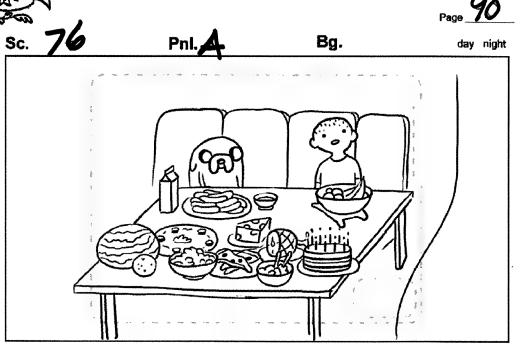
X	ADVENTUR	E TIME		T.				Page 88	
Sc. 74	Pnl. 🔼	Bg.	day night	sc. 74	on	8	Bg.	day night	
									EPISODE# $1014 - 114$
Dialog:				(LD)	(AIRY) NY	'ANG.			
Action:					Por	S Bowli	HIM A 1	1 2012 ·	
Timing:									Production
								1014/	11

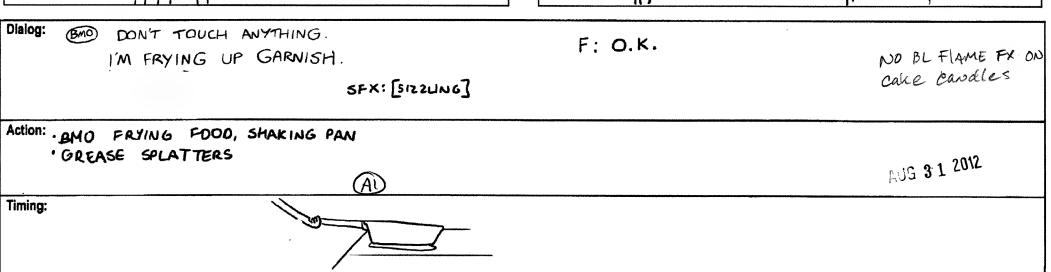


0



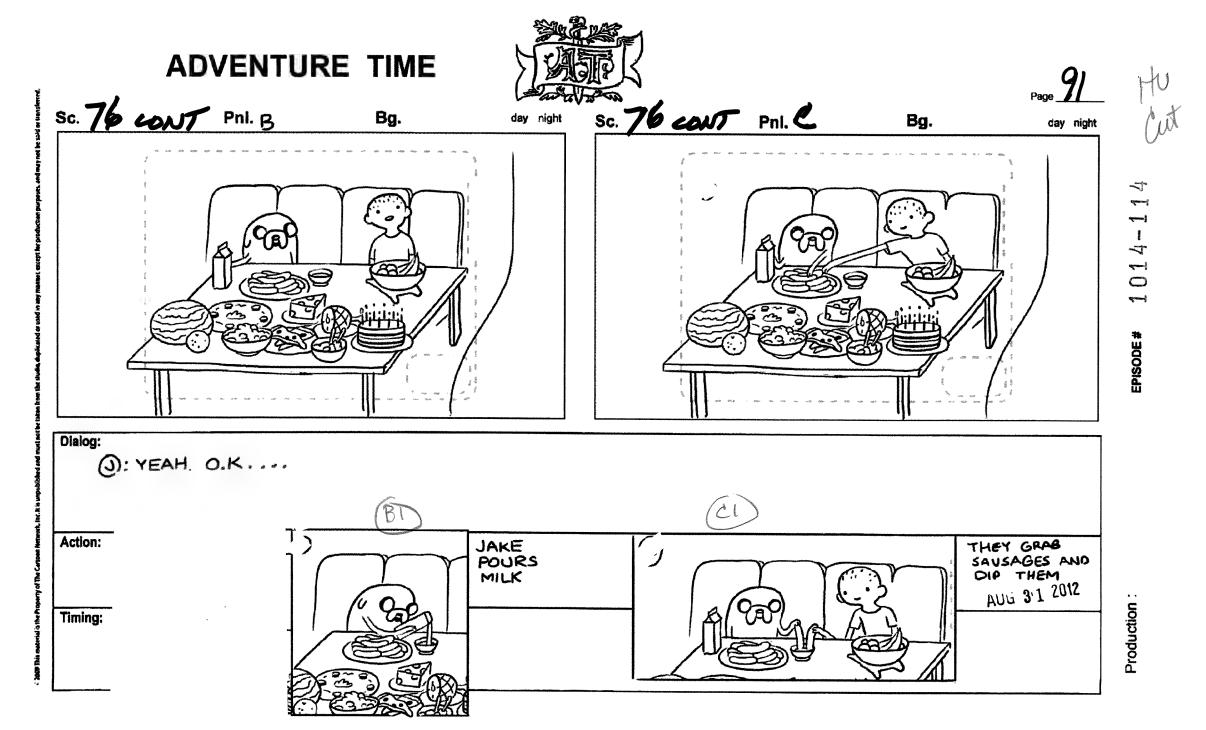






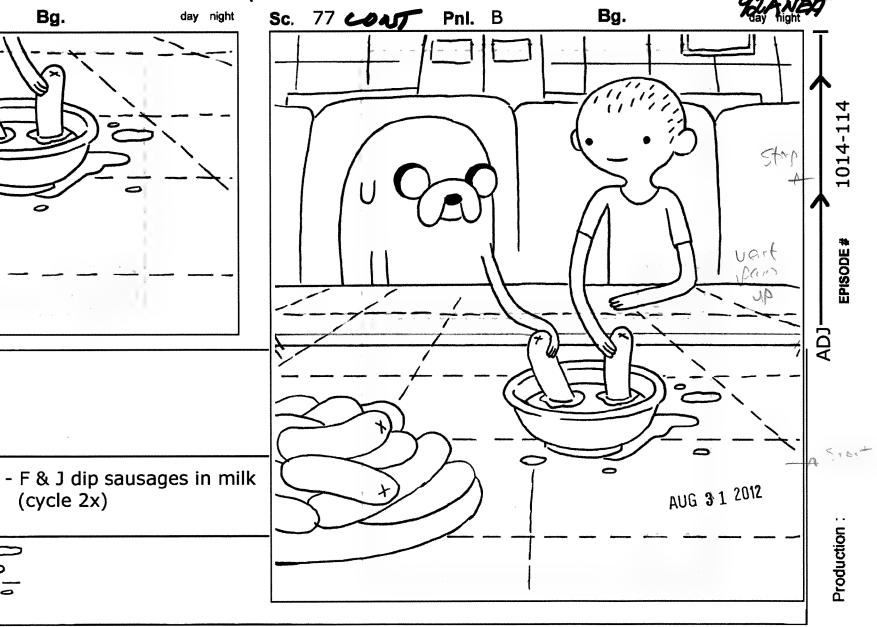
1014/114

Production:



ADVENTURE TIME Sc. 77 Pnl. A Bg. day night

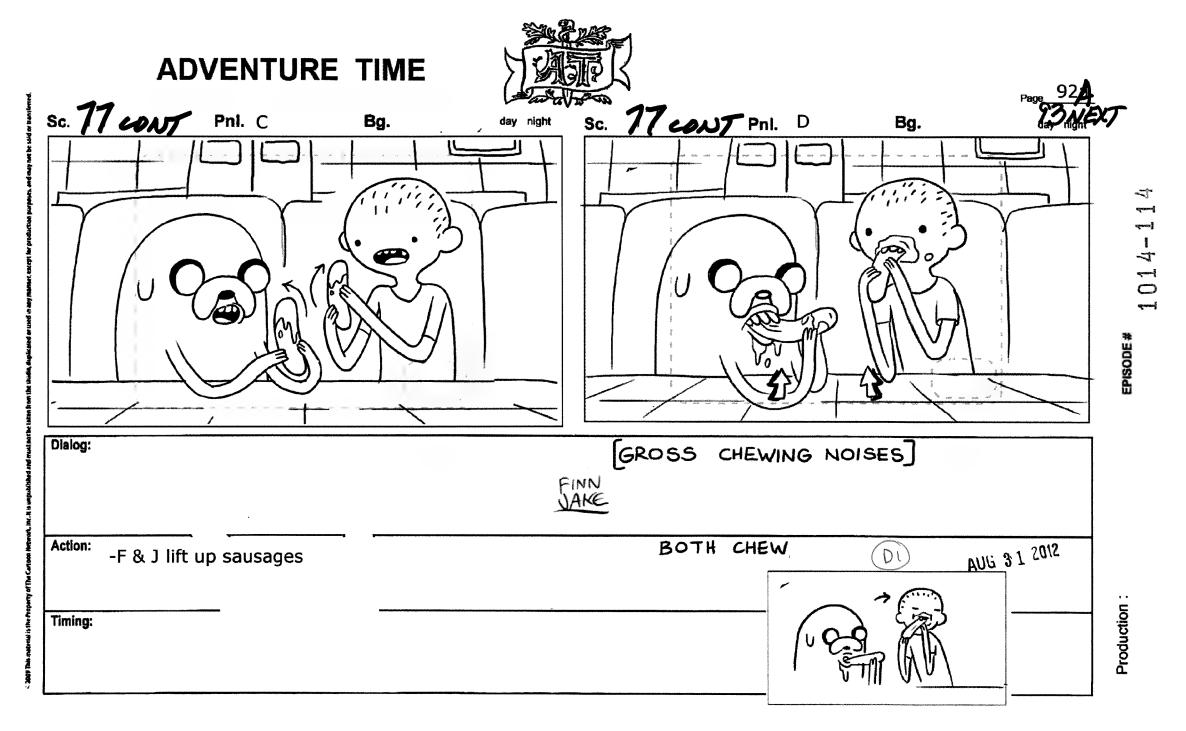
(cycle 2x)



Dialog:

Action:

Timing:



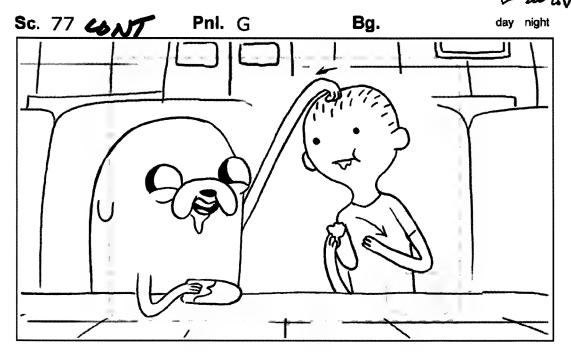


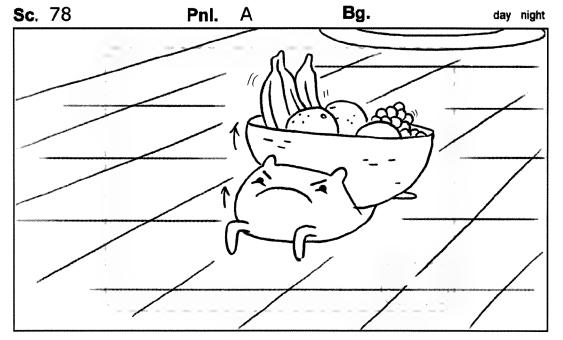
Page 93 Sc. 77 CONT Pnl. E Sc. 77 cont Bg. Bg. Pnl. F day night

|--|

Dialog:	① YOUR HEAD LOOKS WEIRD WITH SHORT -
Action:	(1) GIVES NOOGIE • F WIPES MOUTH AUG 31 2012
Timing:	





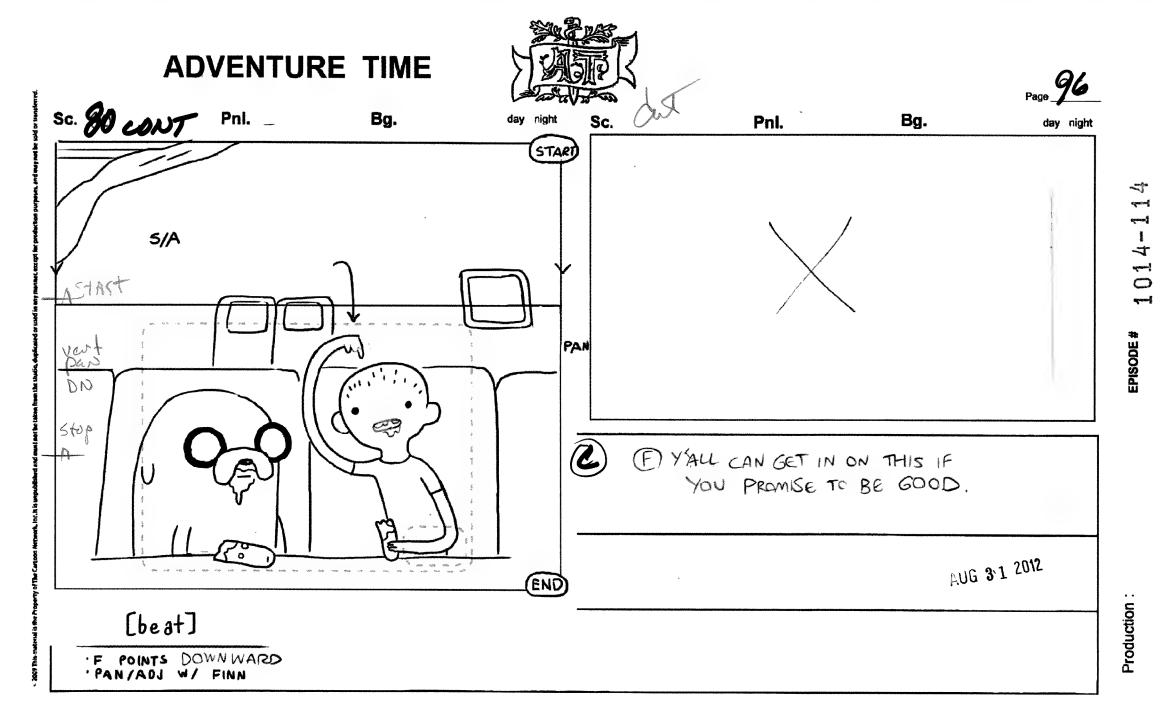


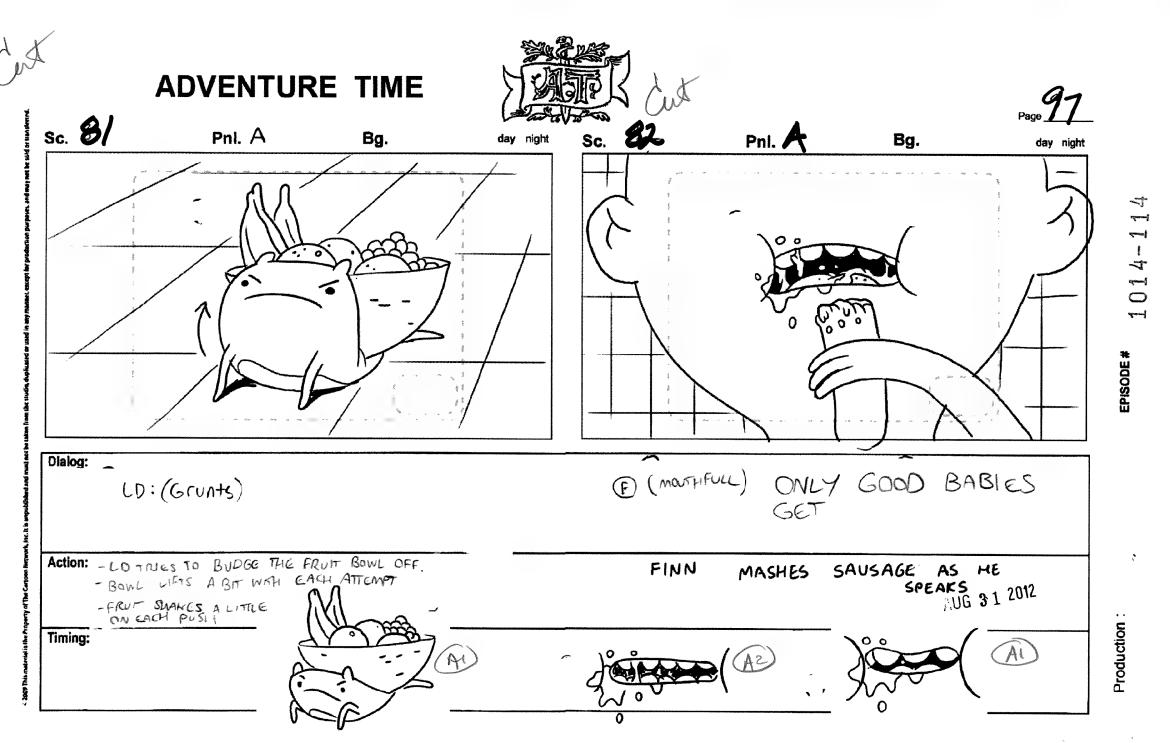
Dialog:	(1) HAIR, MAN .	():(0/s) FEELS LIKE A PEACH LITTLE DUDE: [GRUNTS] AUG 3-1 2012
Action:	,	AUGULA
Timing:		

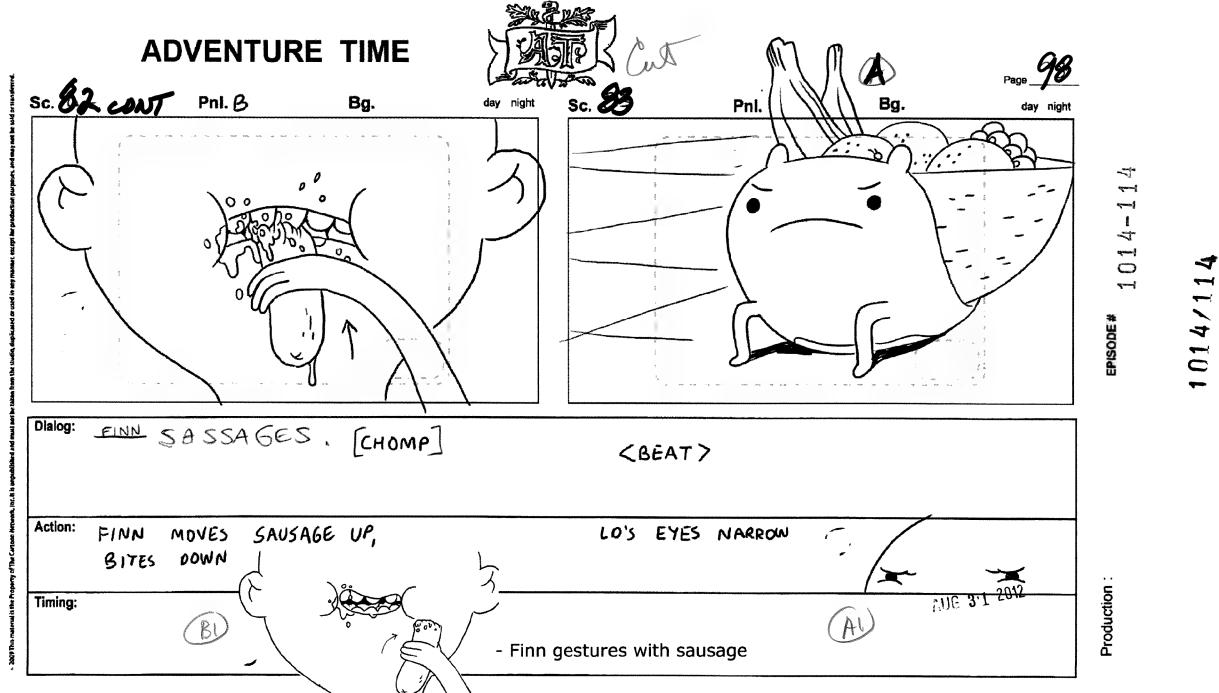
Production:

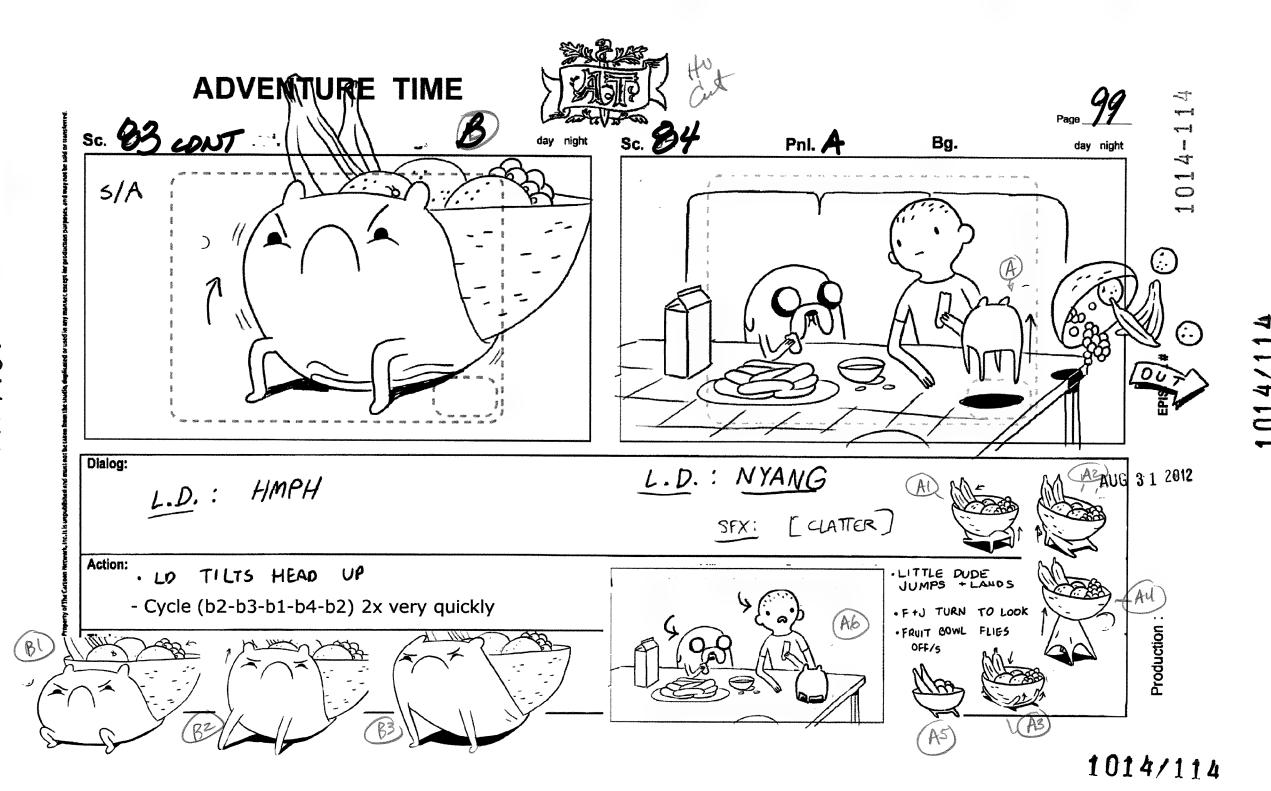
1014-114

•	ADVENTUI	RE TIME						Page 95
Sc. 50	Pnl. A	Bg.	day night	Sc. 80	cont	Pnl. B	Bg.	day night
1				S/A		2 000 000 NO 100 000 100 NO 10		
Dialog:				F) HE	Y' LITT	LE DUDG!	*	
	LD: (0/S) (G	runting)						
Action:				-F W/ GET (ATTEN	aves to D's ition	m / -	VA.	G 3 1 2012
Timing:								









ADVENTURE TIME Sc. 84 cont Pol. 8 Pnl. Bg. S/A Dialog: Action: . F SCRATCHES HEAD LO WALKS ON/S · LO OPENS MOUTH, BEGINS TO TROT TO SAUSAGES JUG 31 2012 Timing:

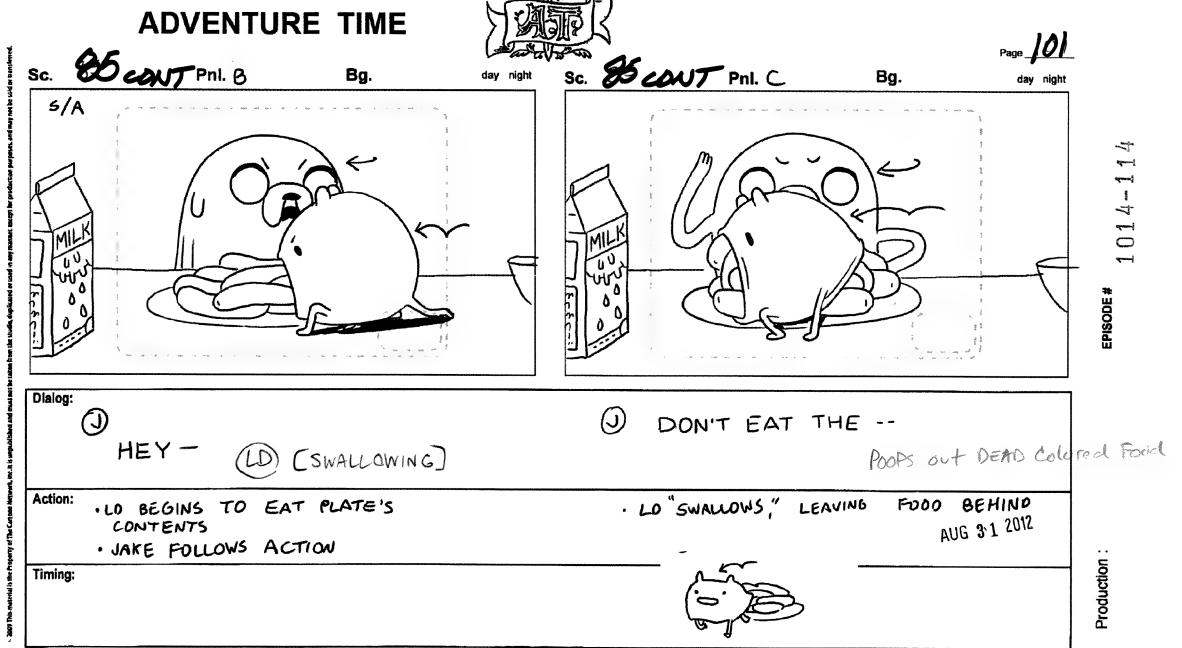
1014/114

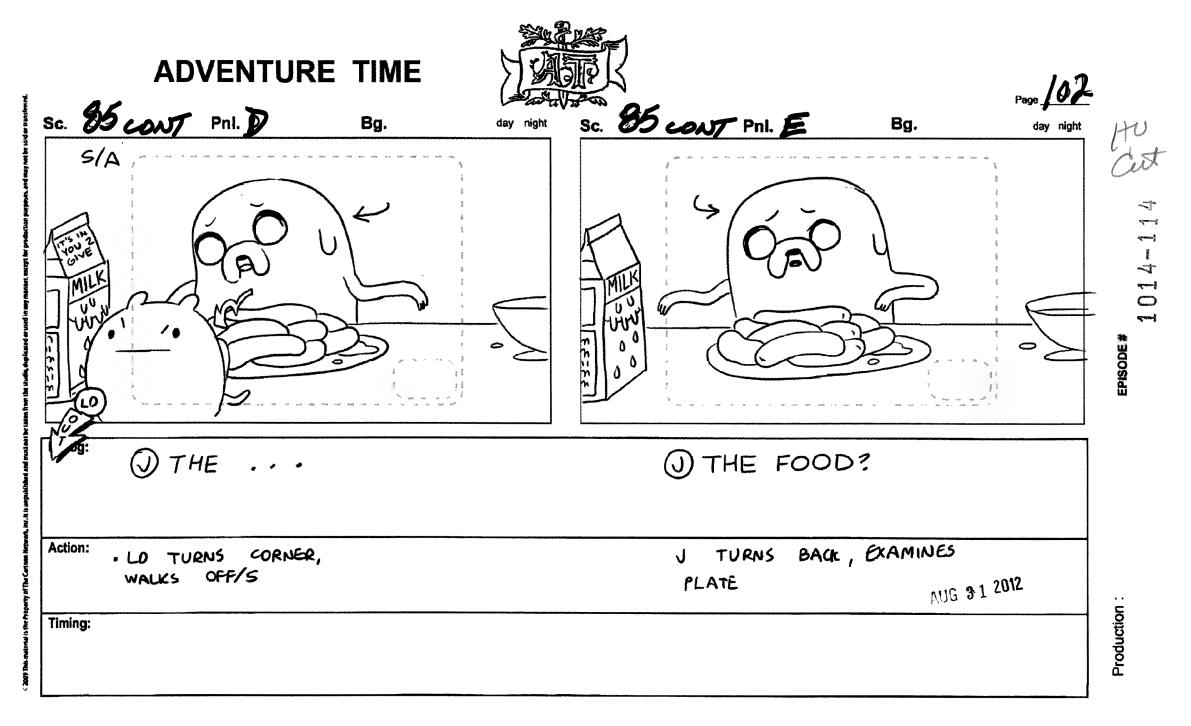
Production:

1014

Page 100

day night





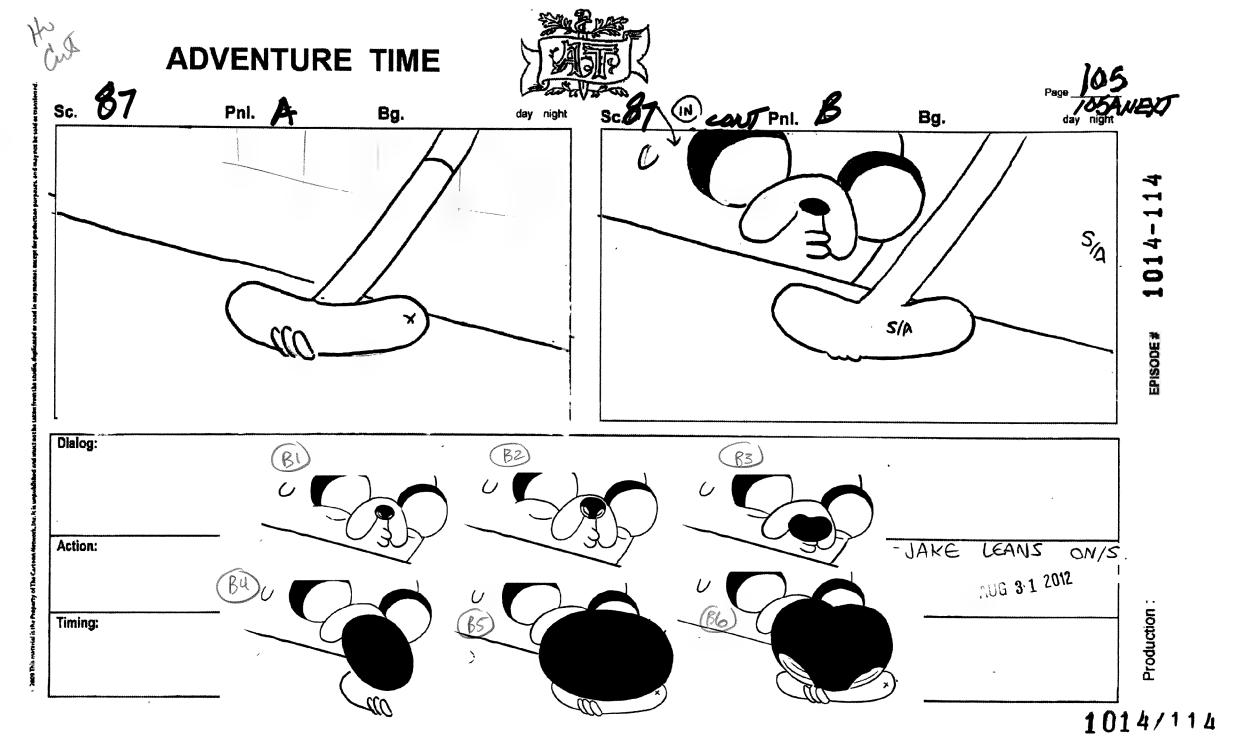
01

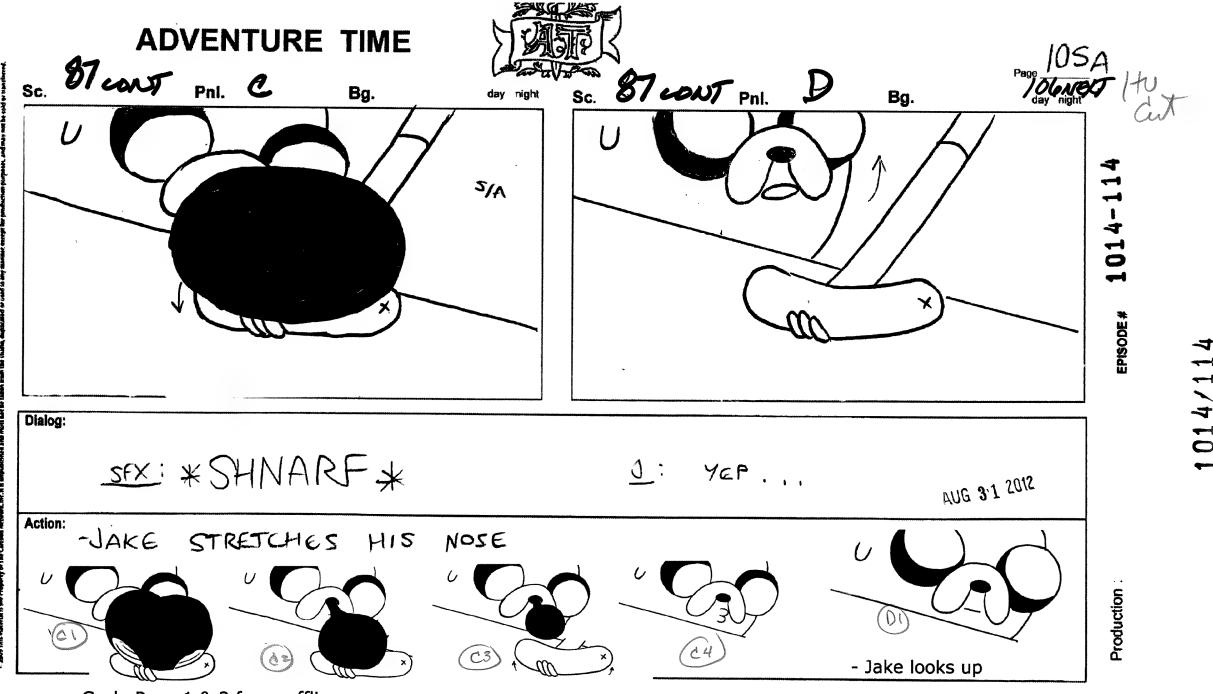
Timing:

ADVENTURE TIME SG. BLOCONT PNI.C Sc. 86 CONT Pol. D Bg. 5/A S/A Dialog: E Dude he turned it into poo! (F) (vomits IN MOUTH ACITTLE) This is foo Now! Smell IT! Action: · FINN GRIMACES, TURNS AWAY SHAKES SAUSAGE. J TILTS HEAD

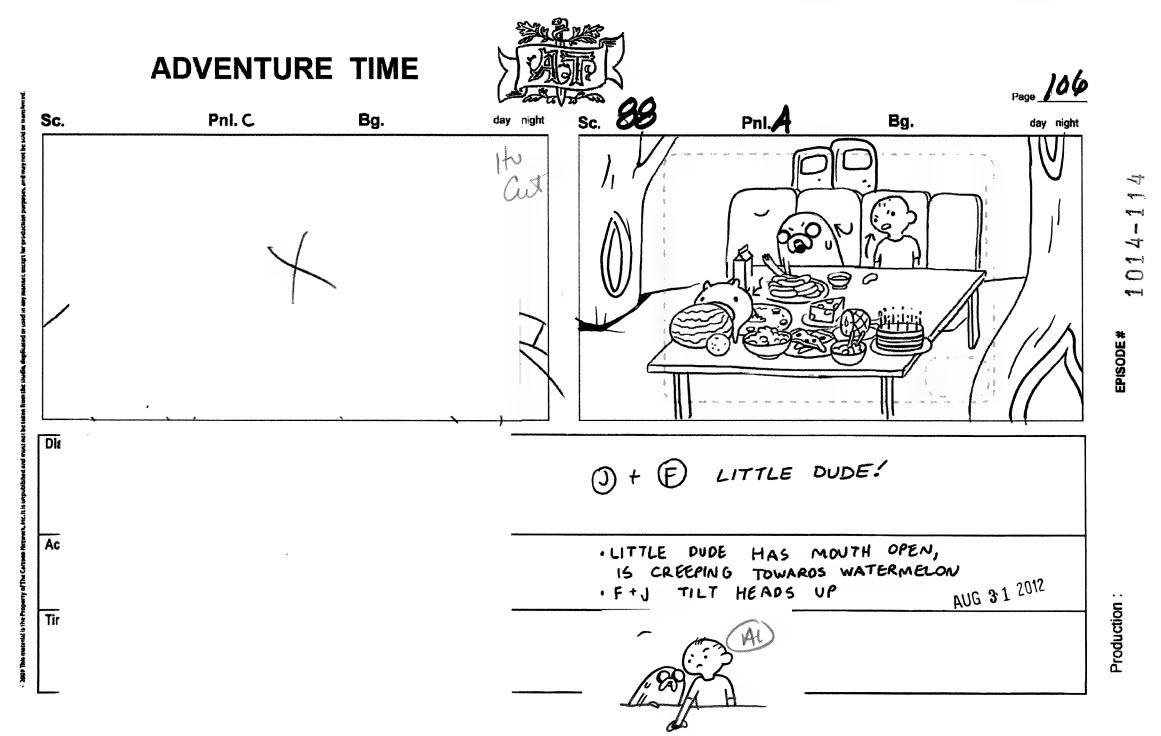
AUG 31 2012

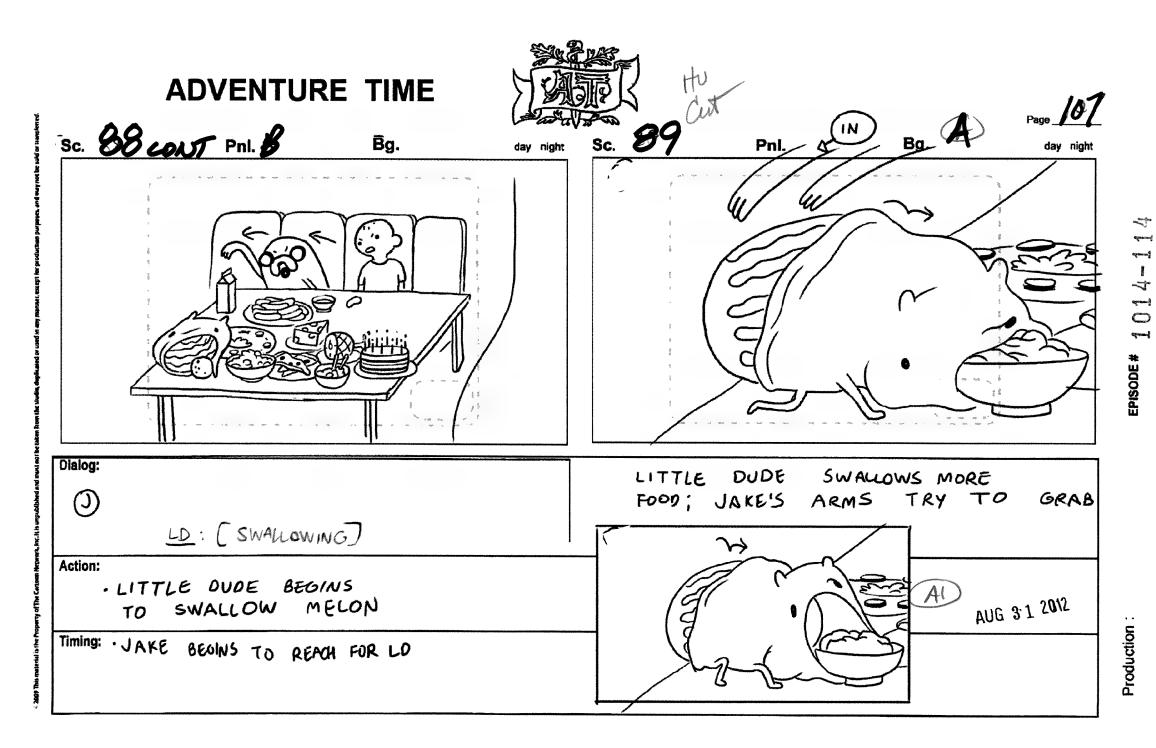
· shakes sausage

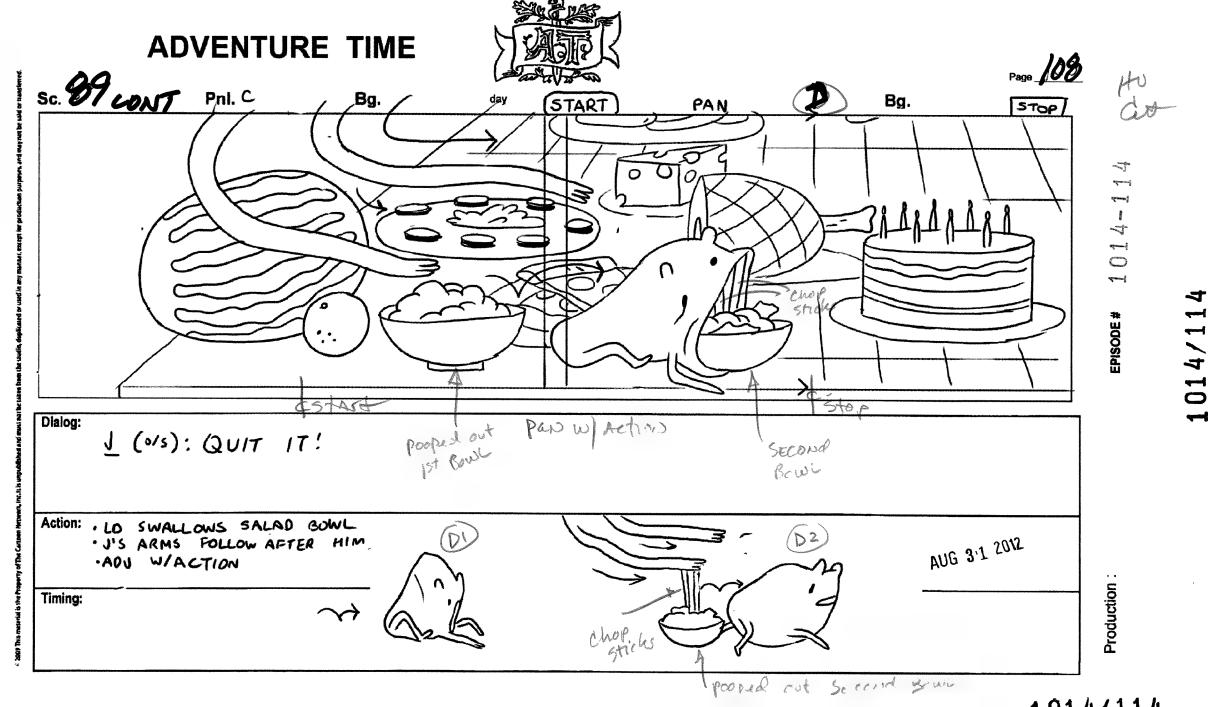


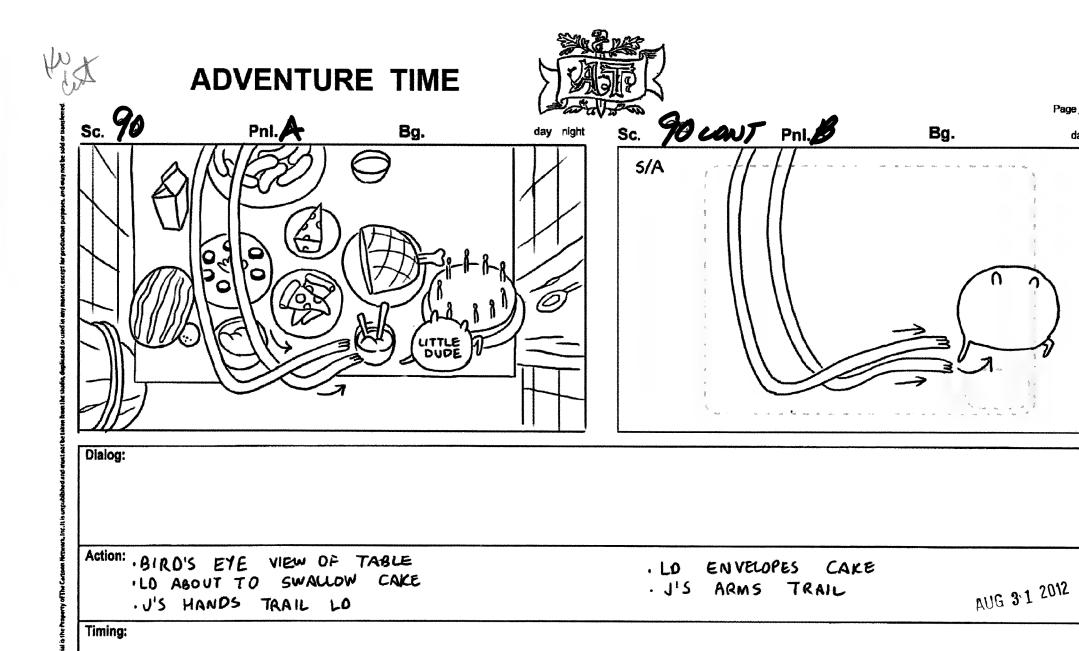


- Cycle Pose 1 & 2 for snuffling



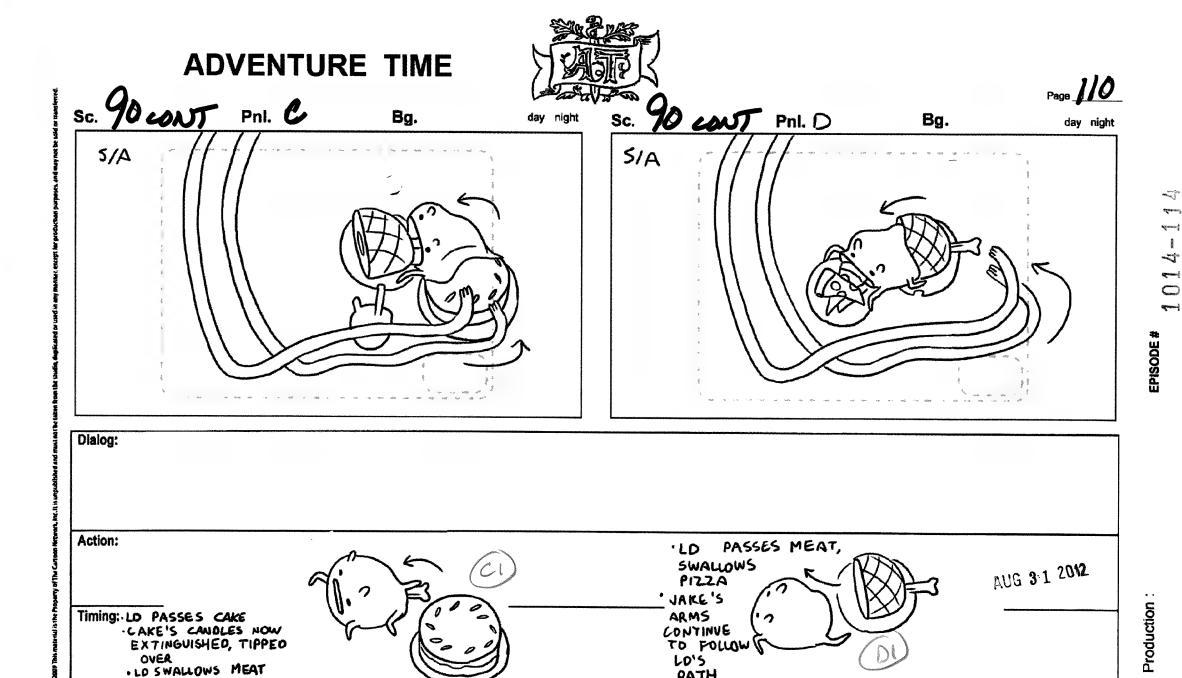






Production:

01

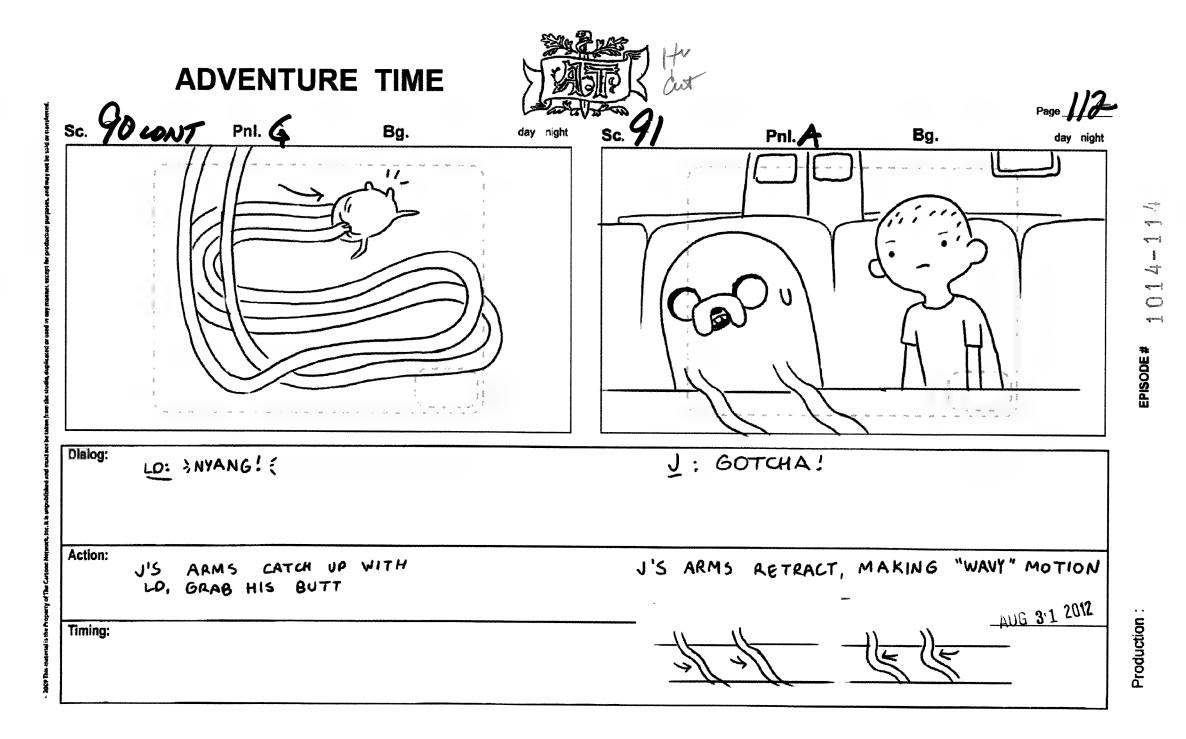


PATH

-770

EPISODE#

ADVENTURE TIME Sc. 90 cont Pril E Sc. 90 CONT Pol. F Bg. day night S/A S/A 9 Dialog: Action: 1 ·LITTLE OUDE PASSES PIZZA · LO SWALLOWS, PASSES CHEESE · LO EATS CANAPES - TURNS CORNER WHILE ONTOP OF . J'S ARMS TURN CORNER, STILL POLLOWING PLATE Production: Timing: LD

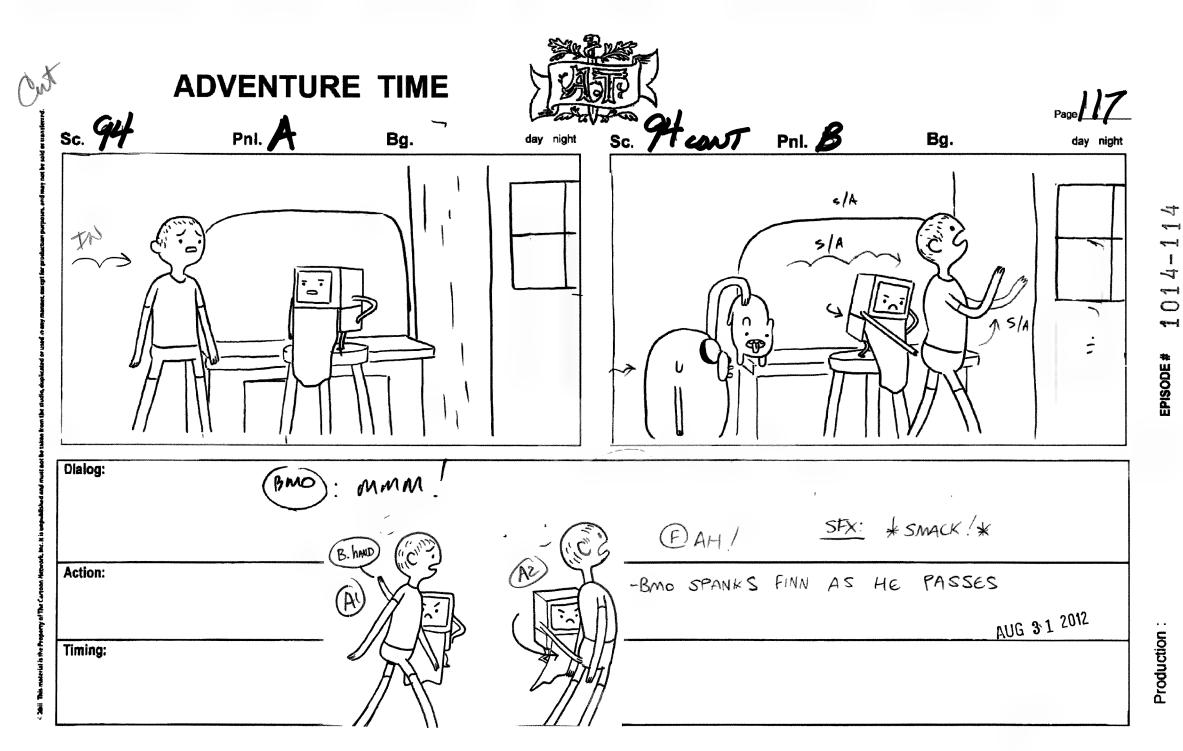


ADVENTURE TIME Sc. 91 CONT PHILB Bg. Bg. Pnl. day night 5/A Dialog: JAIR PULL LITTLE dust up For JAKE'S ARMS FINISH RETRACTING, APPEAR ON'S HOLDING LD BY Action: AUG 3:1 2012 THE BUTT Production: Timing:

ADVENTURE TIME sc. 91 owt pril. C bg.	day night Sc. 92 Pnl. A Bg. day	14 night
SA S		EPISODE# 1014-114
Dialog: POH, LITTLE DEEZY. WHAT AM I GONNA DD WITH YOU? Timing:	SHOULD GET READY FOR DED. AUG 31 2012	roduction :

1014-114

ADVENTURE TI	ΛE		Page ///		
Sc. 93 cout Pnl. B Bg.	day night	Sc. 93 COUT Pril. C	day night		
				EPISODE # 1014-114	1014/114
Dialog:					-
Action: FTJ stand up and w	alk off of frame		AUG 3.1 2012		
Timing:				Production :	



4
=
/1
14
0
-

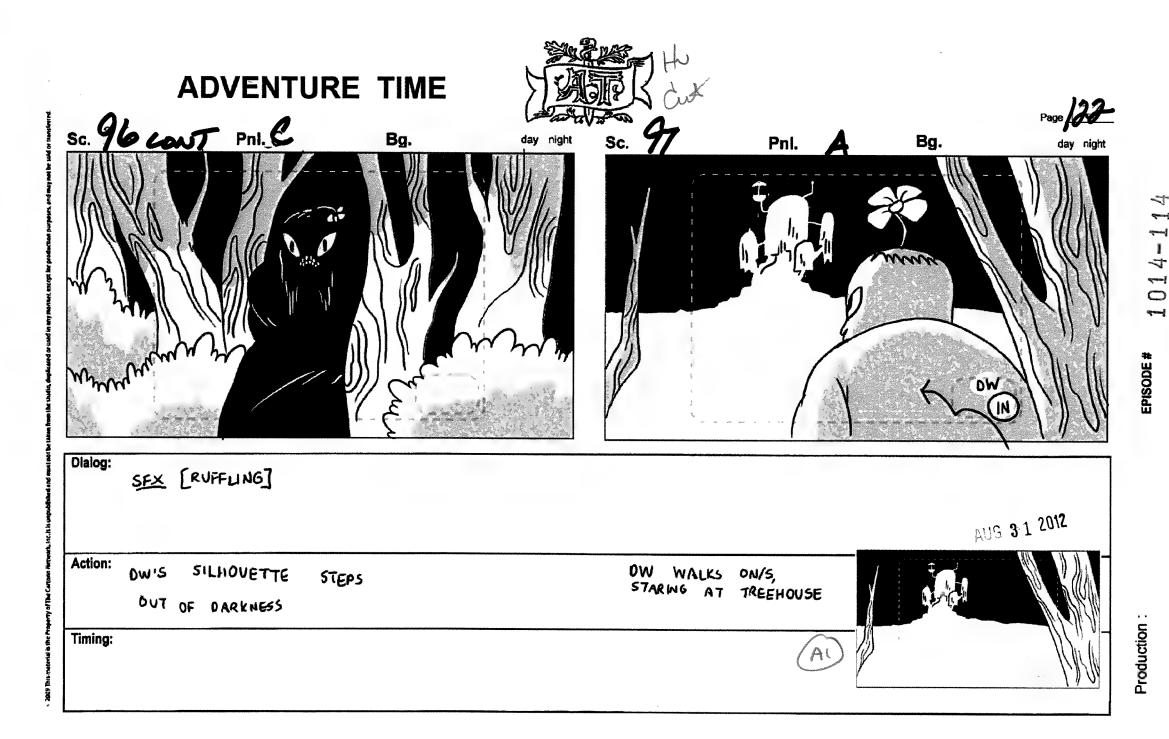
EPISODE#

ADVENTURE TIME	TUBER !		Page
Sc. 94 CONT Pol. C Bg.	day night Sc.	4 cout Pnl. D	Bg. day night
5/A 5/A		SIA	5/4
Dialog: (3): BMO hit you on the butt.		Bmo-	(3):(0/S) HEHEHE.
Action:			
Timing			AUG 31 2012
Timing:			

ADVENTURE TIME				Page//9	7
Sc. 94 cont Pril E Bg.	day night Sc.	Pnl	Bg.	day night	
5/A	d Stop Diag	S/AF) panel (Bi-PAC	setup)		EPISODE# 1014-114
Dialog:					
Action: — Pus H	INTO WINDOW / OLVE TO NEXT IMAGE		S DUA	3.7 5015	 =
Timing:					Production:

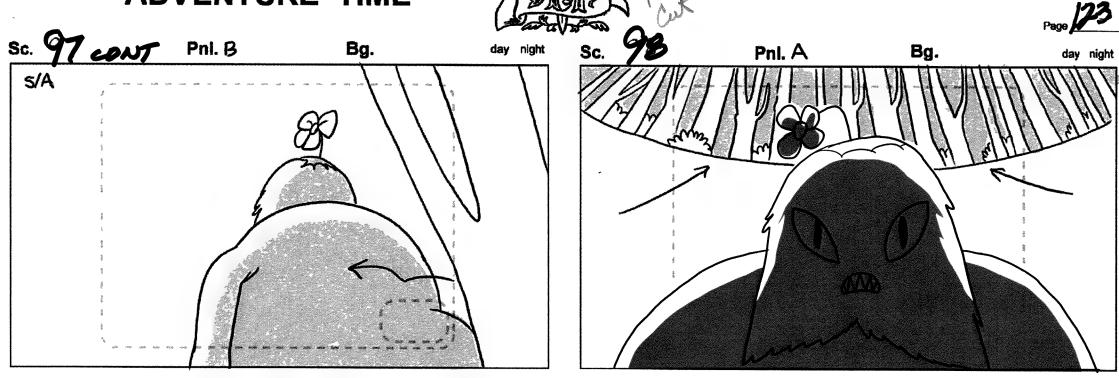
	VENTUR	E TIME			No Sc. 95		Page 130
Sc. GHEANT	Pnl. F	Bg.	day night S	c. Cut	Pnl.	Bg.	day night
							#BOOSIA
Dialog: Action:							AUG 3.1 2012
Timing:							Production

ADVENTURE TIME	TO REAL PROPERTY OF THE PARTY O	la l
GI.	C.	Page [2]
Sc. 96 Pnl.A Bg. day night	Sc. 96 CONT Pris Bg.	day night
	Manufacture of the state of the	
Dialog:	SFX: [RUSTLING]	
	DW: (Breathing heavy)	
Action:	DIRT WIZARO'S EYES APPEAR	AUG 3 1 2012
Timing:		









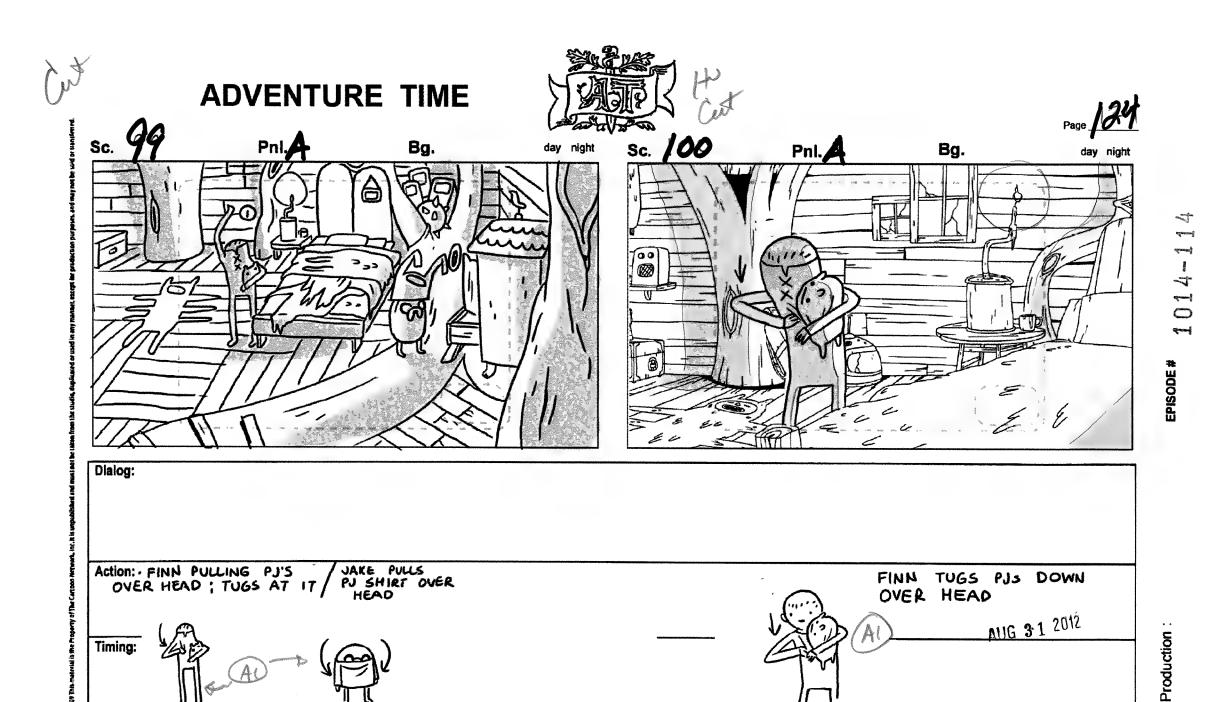
DISTANT

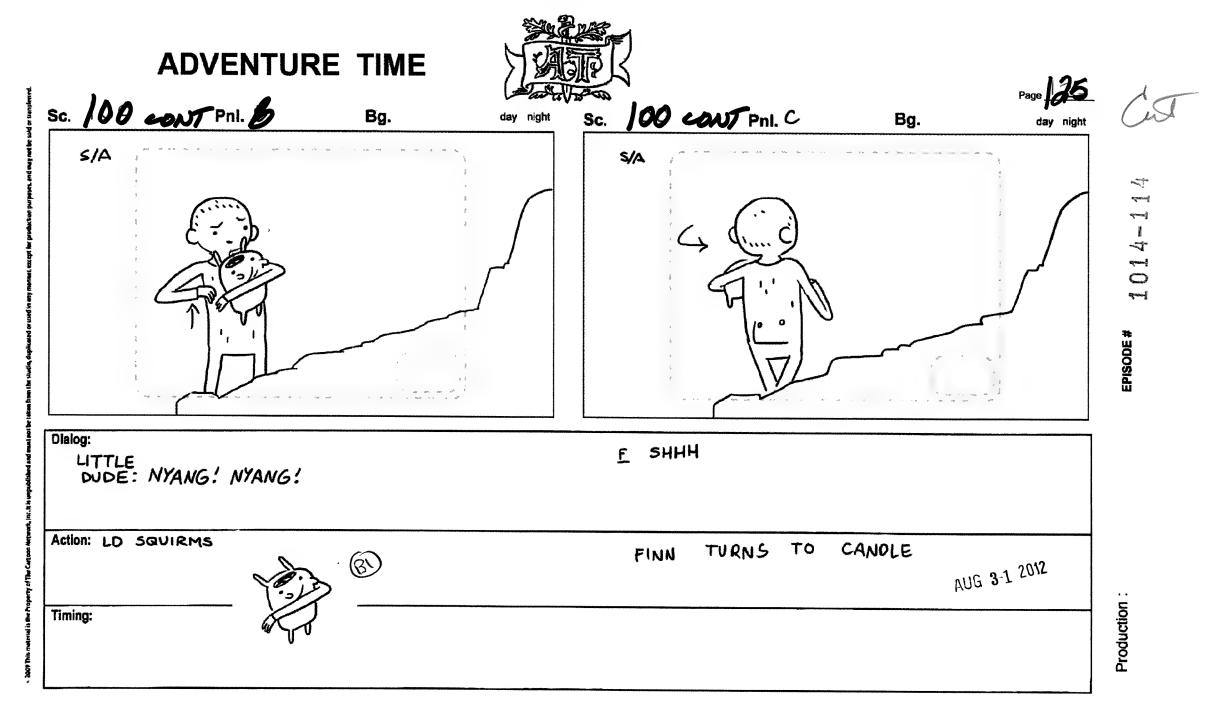
01 Q----

1014/114

Dialog: DW: [HEAVY BREATHING CONTINUES] OW [HEAVY BREATHING] Action: WIZ WALKS FORWARD-BG MOVES BEHIND DW CONTINUES TO STEP FORWARD HIM, GROWING Timing: INCREASINGLY

AUG 3 1 2012





CX C

ADVENTURE TIME



Page 126

Sc. Pnl. A Bg. day night

Sc. 10 court Pnl. B Bg. day night

EPISODE# 1014

Dialog:

F : LITTLE DUDE, YOU GOTTA CHILL ...

LITTLE DUDE: NYANG! NYANG!

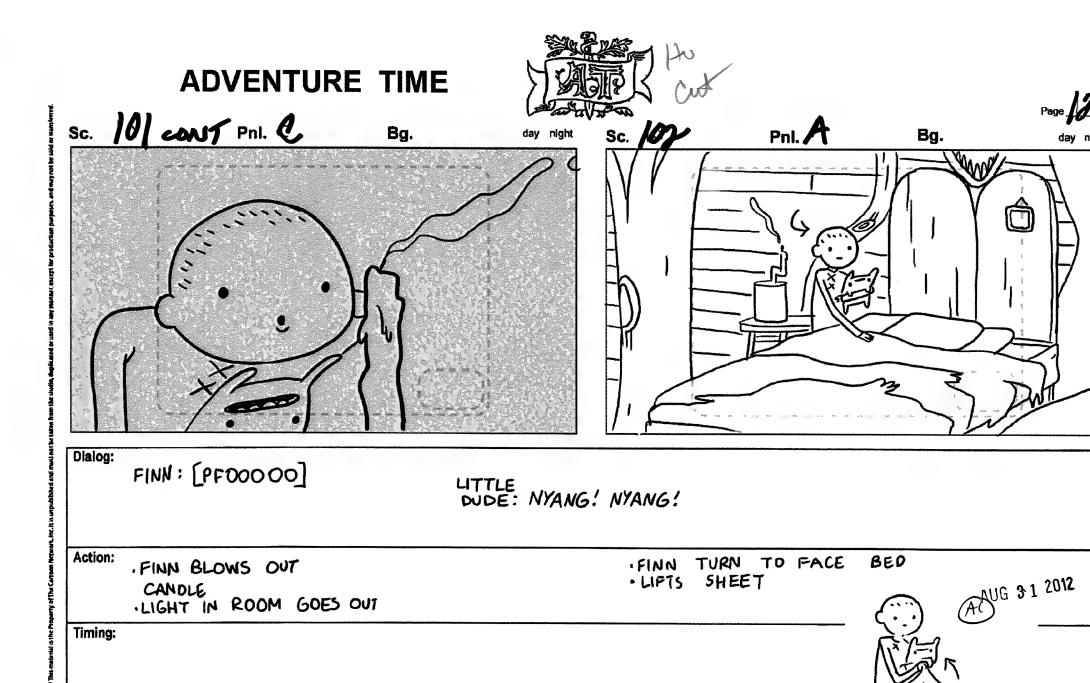
Action:

F APPROACHES BEDSIDE CANDLE IN FG

F STEPS INTO FOREGROUND IN FRONT OF CANDLE

AUG 3.1 2012

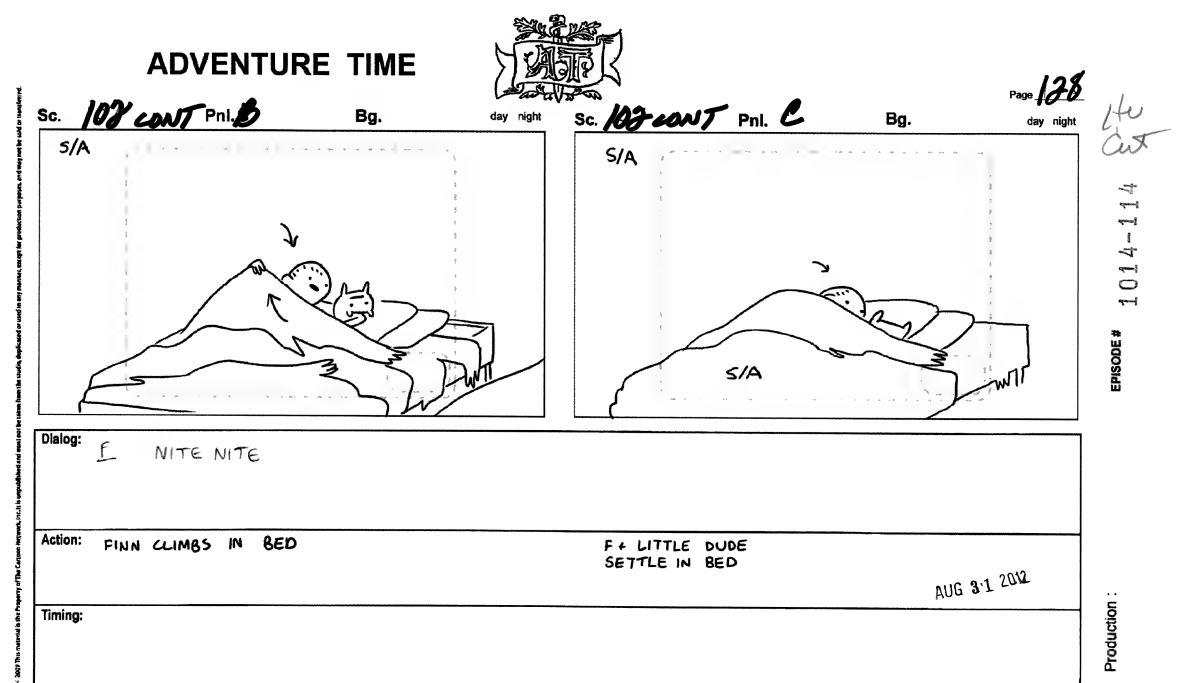
Timing:

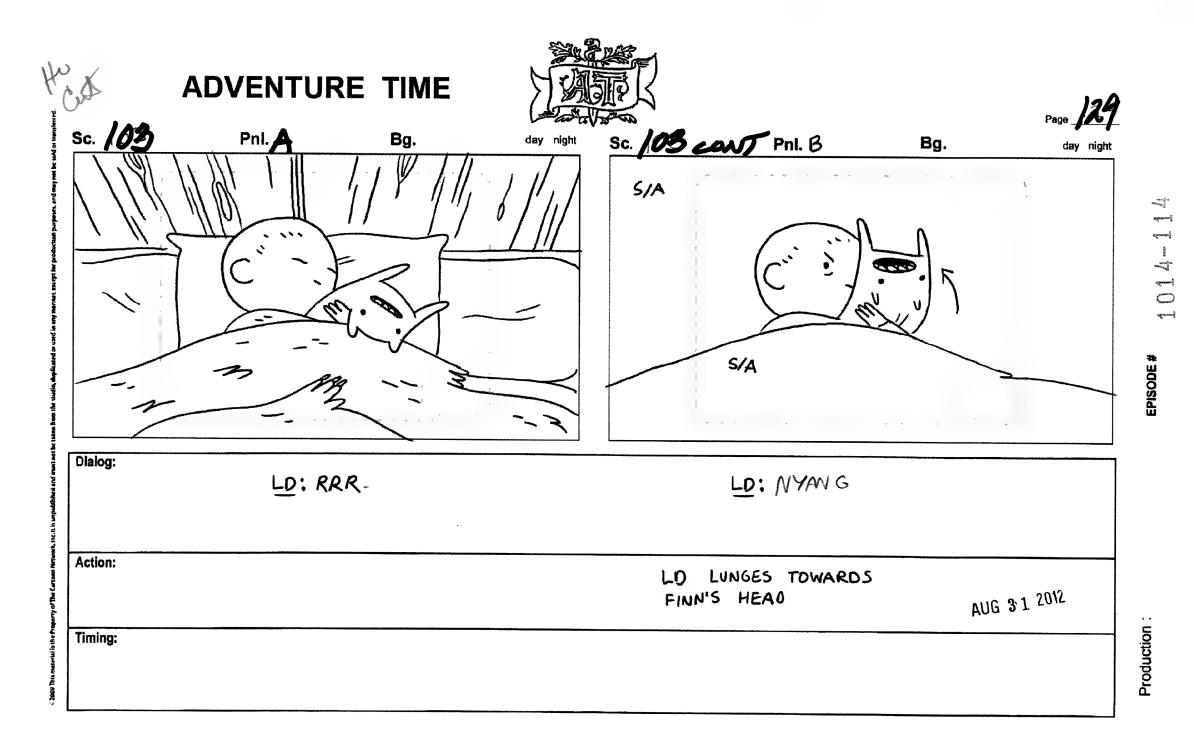


_

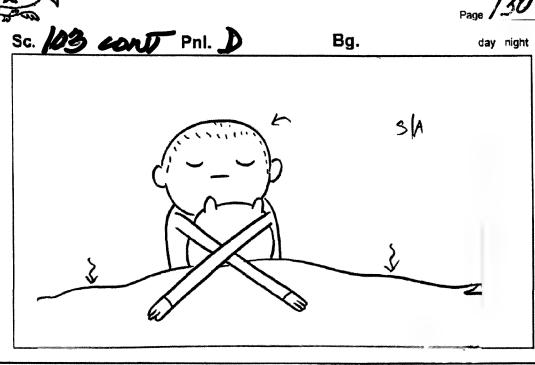
Production:

T 0





ADVENTURE TIME Sc. 103 cont Pal. C Bg. day night Dialog: LD: (MUFFLED) NYANG. Action: FINN SQUEEZES TIGHTER ON Timing:



Roccs

OVER ON HIS

BACK

AUG 3.1 2012

EPISODE#

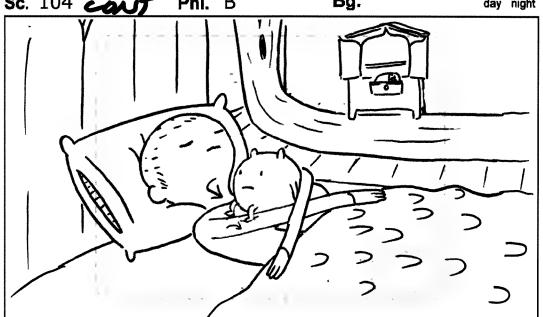
1014-114



ADVENTURE TIME



Page 131 Pnl. A Sc. 104 cart Pnl. B Sc. 104 Bg. Bg.





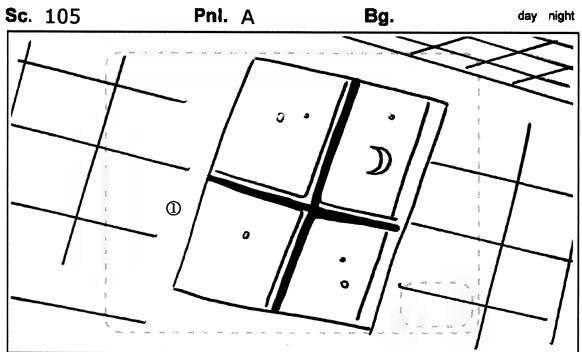
1014/114

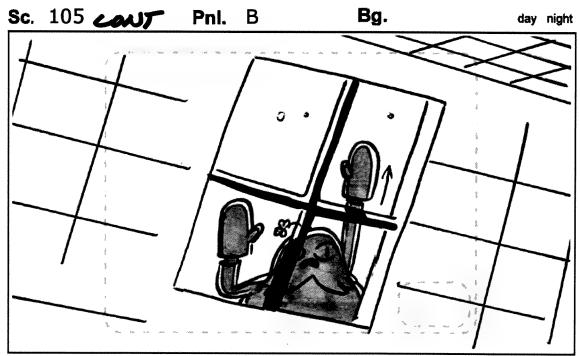
TUT47114

ADVENTURE TIME



Page <u>132</u>





DW: (Struggling)

Action:

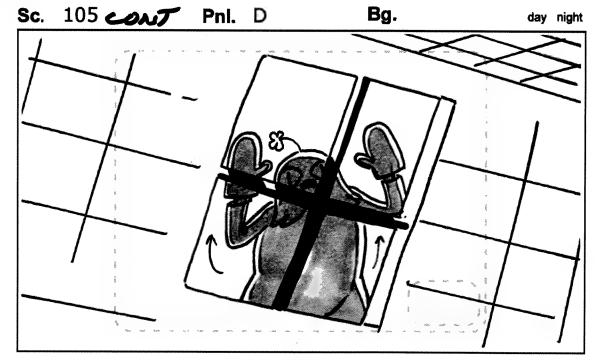
- DW quickly climbs past window

Timing:



Page 133

Sc. 105 conf Pnl. C Bg. day night

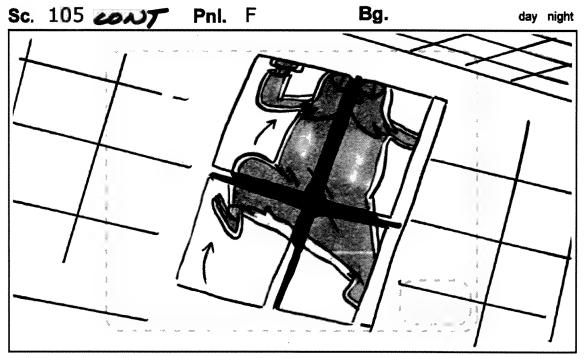


Dialog:	
Action:	
Action.	1 2012
	AUG 3.1 2012
Timing:	



Page 134

Sc. 105 conf Pnl. E Bg. day night

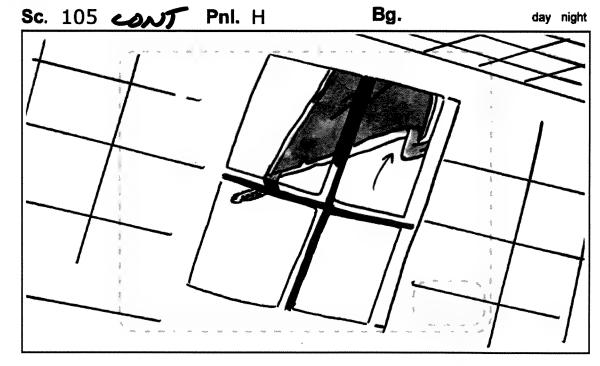


Dialog:	
Action:	AUG 3.1 SOUS
	KOG O 2
Timing:	



Page <u>135</u>

Sc. 105 conf Pnl. G Bg. day night



Dialog:

Action:

Timing:

014/

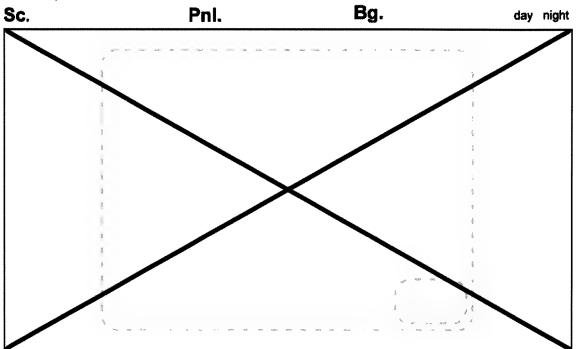
Production

Timing:



Page 136

Sc. 105 CONT Pol. I Bg.



Dialog:	
Action:	0012
	AUG 3 1 2012

EPISODE #



(No Scs. 106-108)

Page 137

Sc. 105 CONT Pnl. J Bg. day night Sc. 109

Sc. 109
Pnl. A
Bg. day night

Action:

EMPTY WINDOW

Timing:

(BEAT)

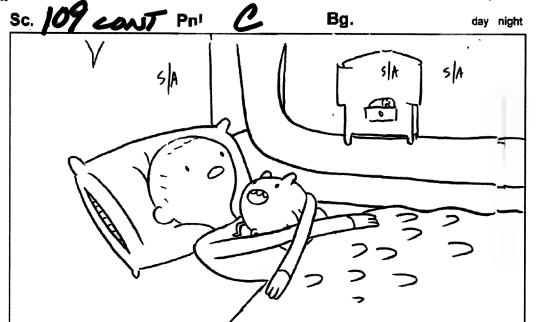
Production:

EPISODE #



Page 138

Sc. 109 CONT	Pnl. B	Bg.	day night	Sc. 109 c
		 5/A '		\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \



Dialog:	(Fx:)	*THUD! SCRATCHING AROUND ON 100F.	DNYULUR SON NOISE CONTINUES)
Action:			FINN OPENS HIS EYES AUG 31 2012
Timina:			

Productic

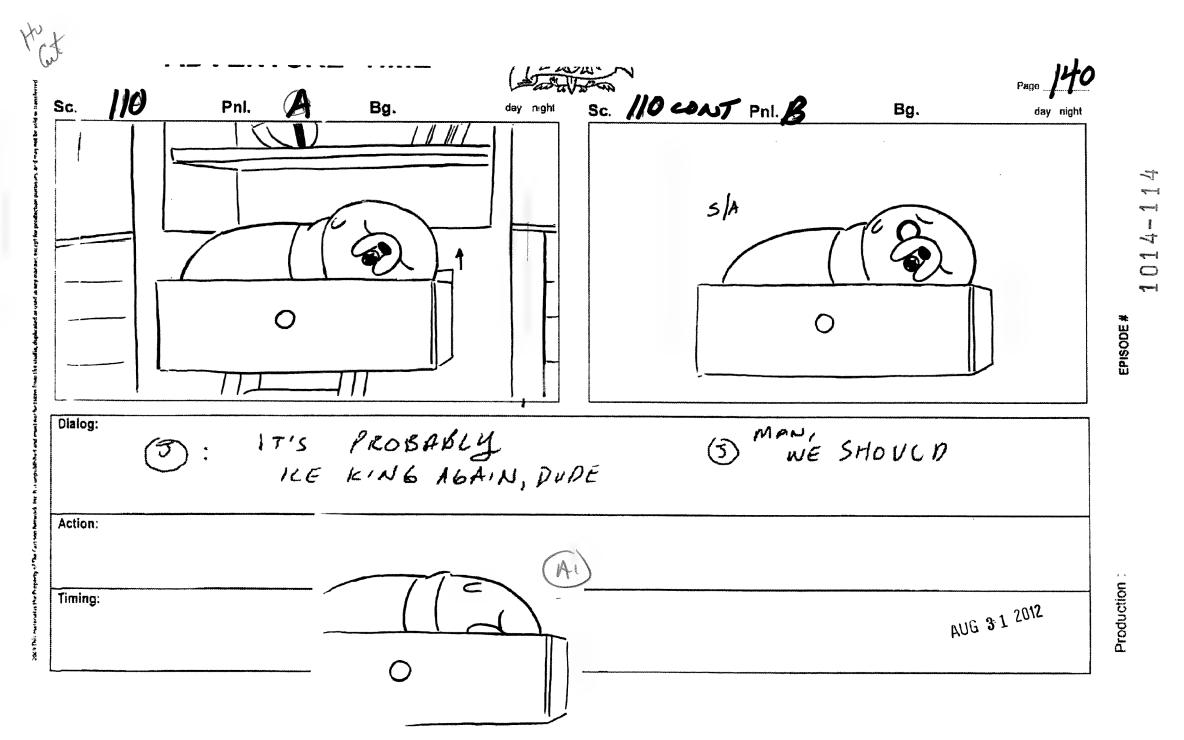
EPISODE#

Timing:

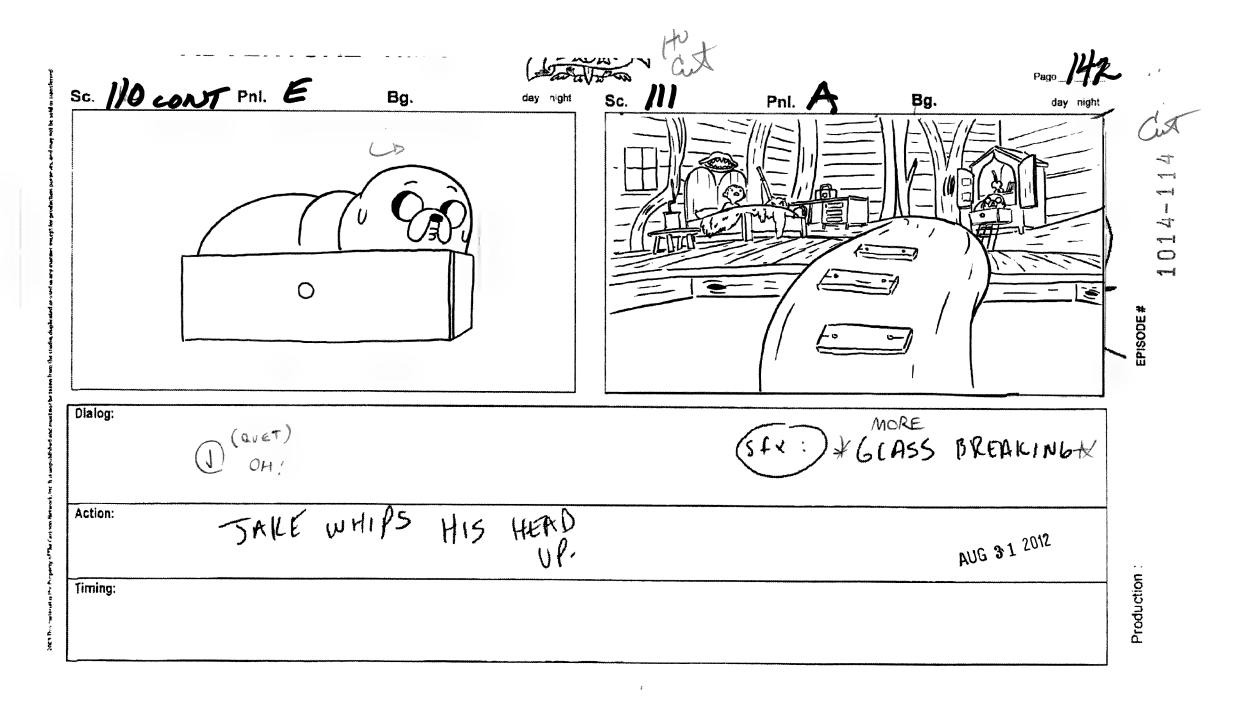
ADVENTURE TIME Sc. 109 CONT Pnl. Sc. 109 CONT Pol. E Bg. Dialog: F: (WHISPER) JAKE, WAKEUP! SOMEONE'S ON THE HOUSE! (NOISE CONT) SKRITCH SKRITCH Action: AUG 31 20112

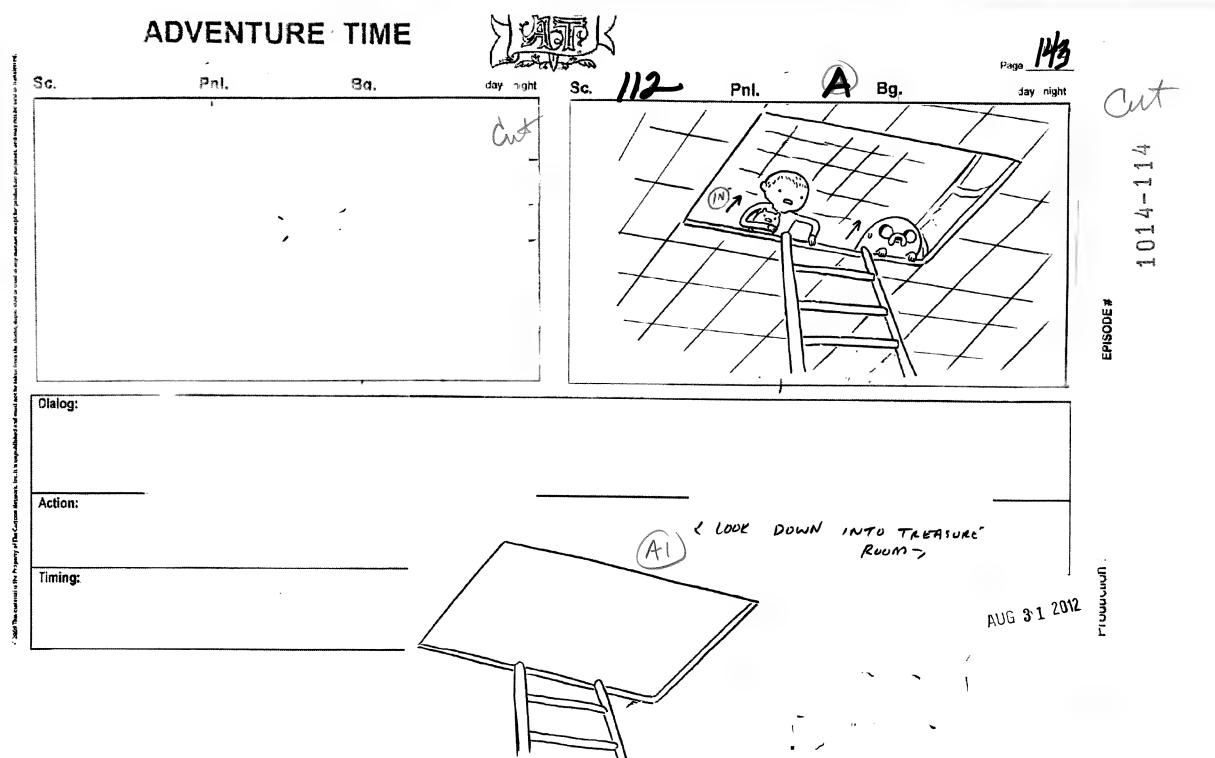
Production

EPISODE #



ADVENTURE TIME Sc. 1/0 cont Pnl. C Sc. 1/0 cout Pnl. D Bg. Bg. day night \bigcirc 0 EPISODE # Dialog: -tell him we know he sleeps SFX:) *GLASS BREAK .* on the top of our house. Action: (JAKE SCRATCHES HIS FACE) Production: Timing: AUG 3:1 2012





Action:

1014-1

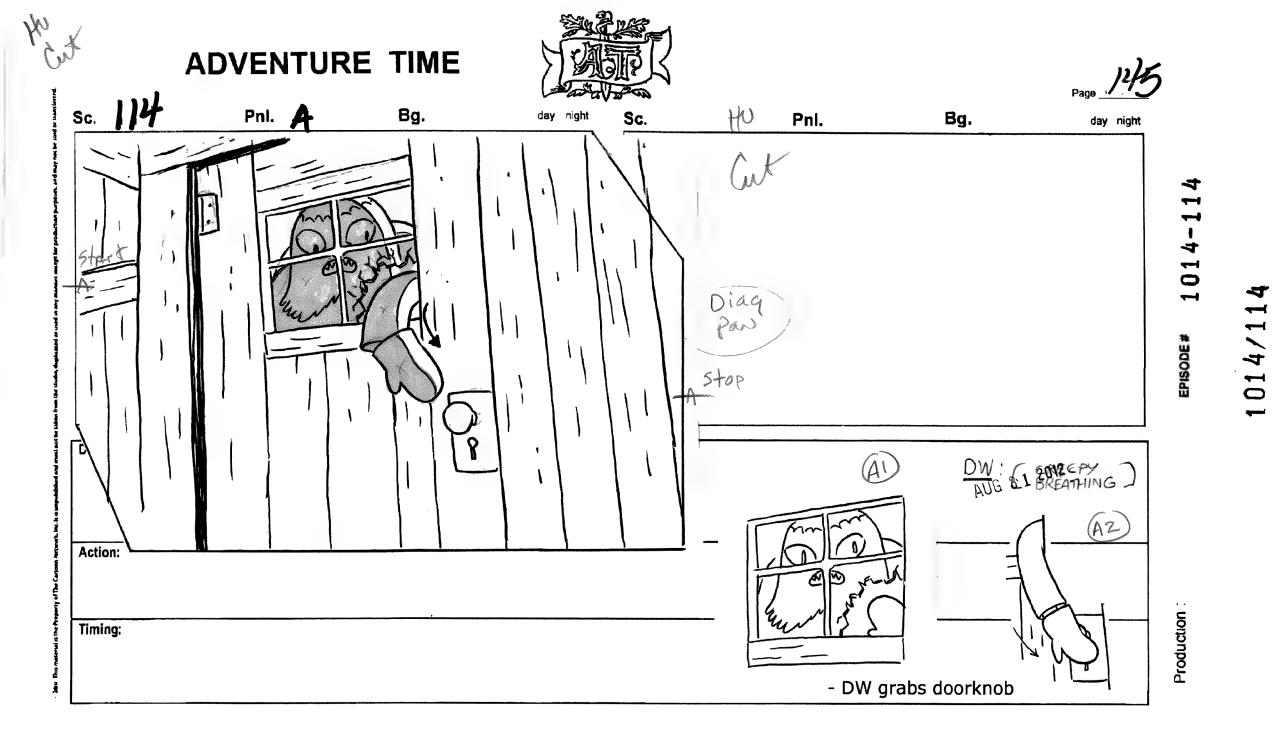
EPISODE #

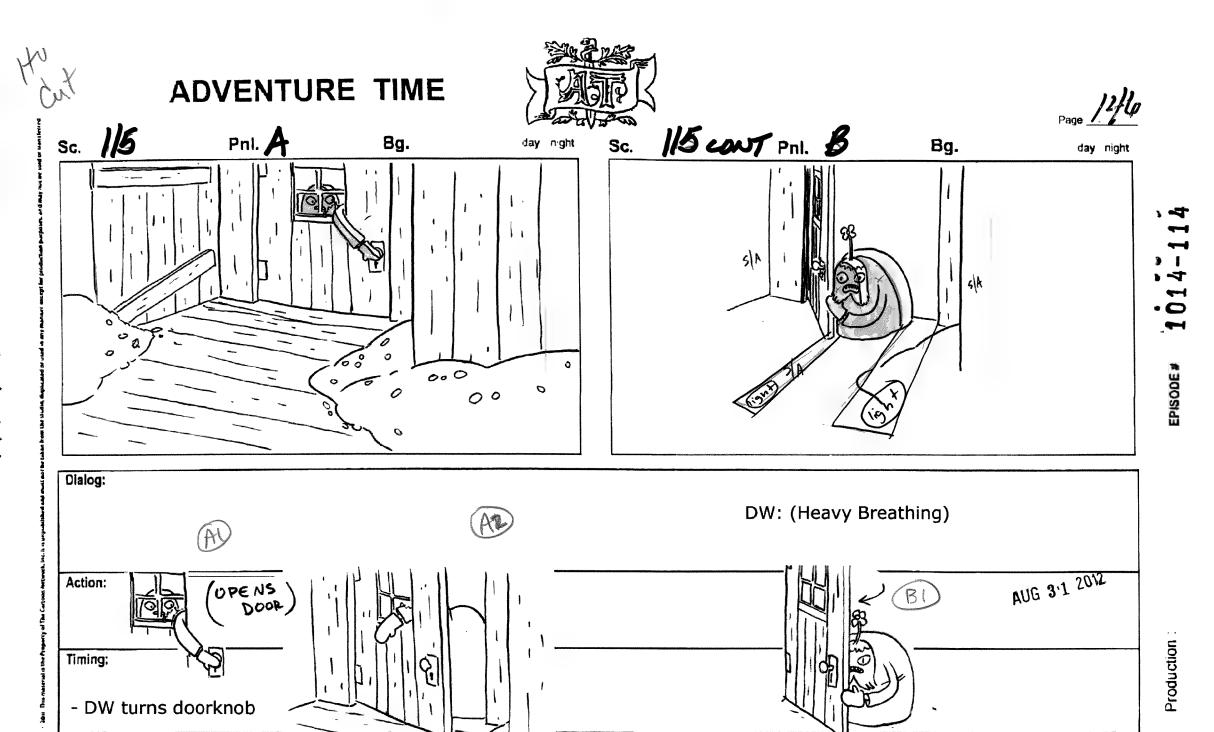
	, v	. Sum	(Della Marie)	7 an		
Sc. 113	Pnl. 🛕	Bg.	day night Sc.			
			1111111111111	(C)		
			11/1/11/11		_	1
A Ma					COUT	
			of Do			
			0 /0 8.00			
///					1	
Dialog:				rend Mic Hambourg (1964 d. mabba ur Diny riang para at ang palabaga at ap		
					OUT	T and the second

Timing:

Production .

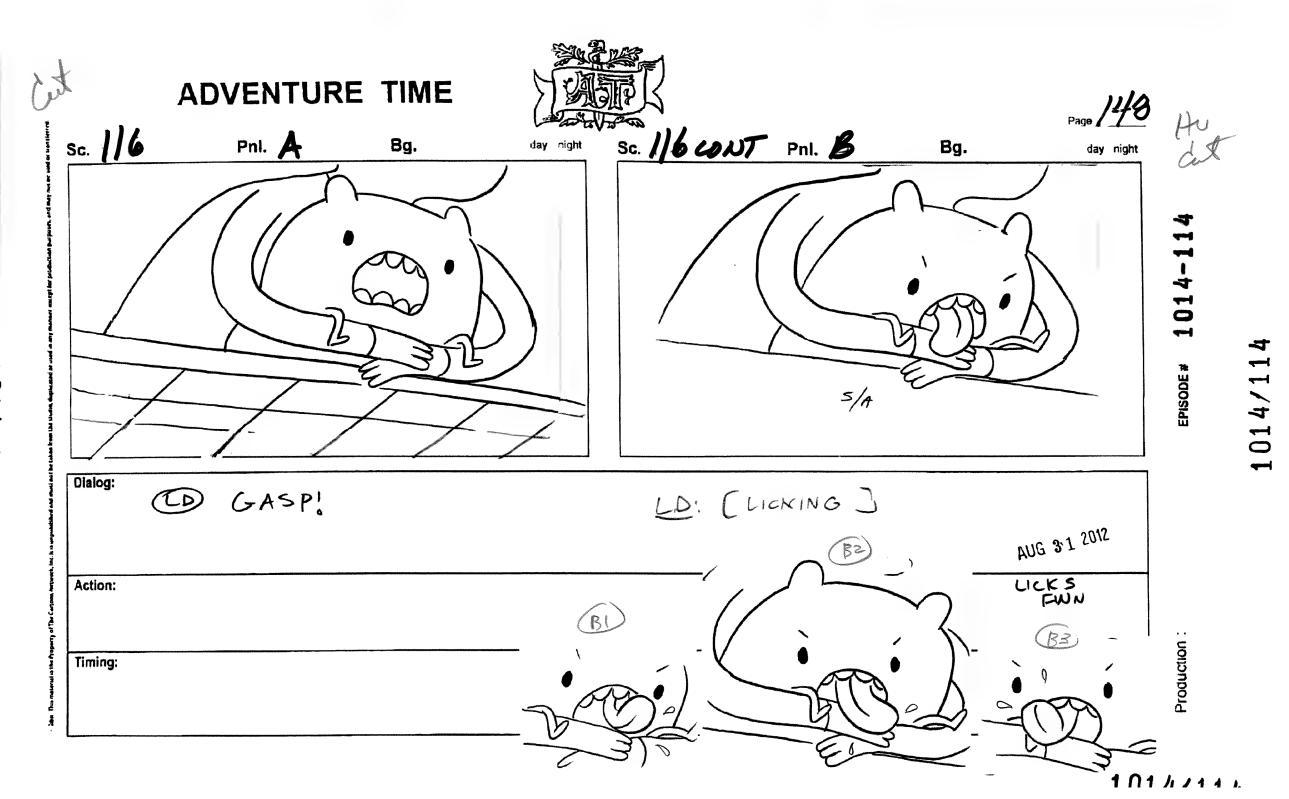
AUG 3:1 2012

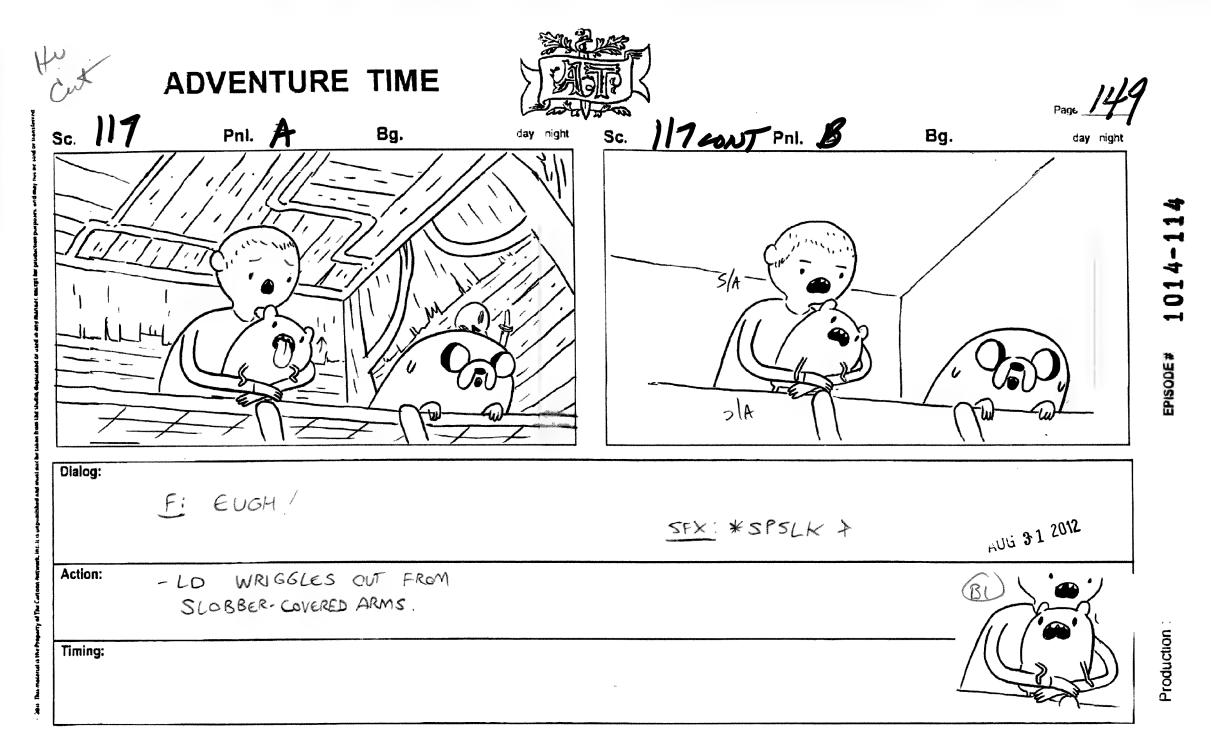




EPISODE #

	ADVENTUR	E TIME				Page 114
Sc.	Pni.	Bg.	day night Sc.	115 cont Pril. C	Bg.	day night
				SIA CONTRACTOR OF THE PARTY OF	5/A	
Dialog:				DW: (Breathing hea	avy)	AUG 31 2012
Action:				DW WALKING IN LOOKING AROU	ns S	- CI
Timing:					ent op suite in Proposition so en de Marie de Ottomera.	





ADVENTURE TIME Page <u>150</u> SC. IT CONT Pal. Q Bg. day night Pnl. Bg. day night SIA EPISODE# 1/2 (WHISPER) NO NO NO AUG 3:1 2012 (35) Action: Ady W/ LD Timing: 1014/114

ADVENTURE TIME		
Sc. 118 Pnl. A Bg.	day night Sc. 118 CONT Pnl. B Bg. Page 151	欧丁
	reiling)	EPISODE# 1014-114
Dialog:	(F) (HUGE GASP) ANG 3:1 2012(R)	
Action:	- Hat lowers towards Finn's head - Finn grabs LD before he can touch Finn's head	. · S
Timing:		Production :



Page 15/A

SG. 118 CONT PALC day night

SC. 1/8 CONT PNL D day night

1	
W	
Ö	
ä	
₩.	
ü	
_	

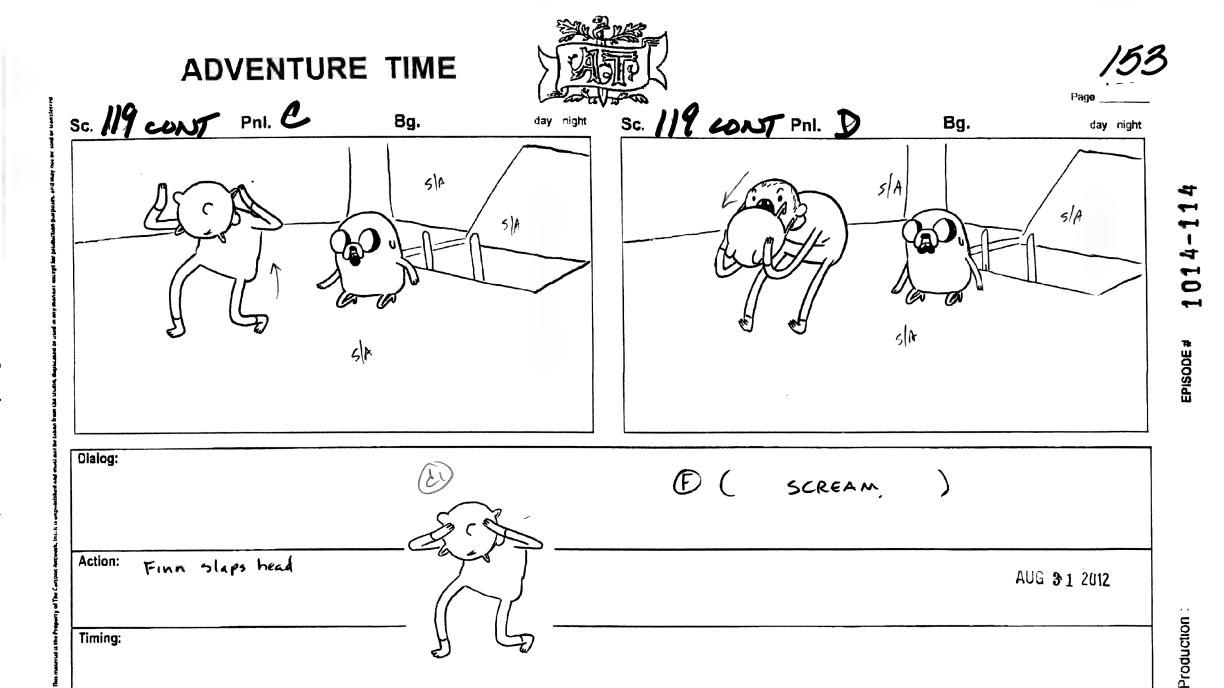
(WHISPER) (WHISPER) (WHISPER)	C4CLE)	AUG 3:7 201/L
Action:		KAR 9.
Timing:		

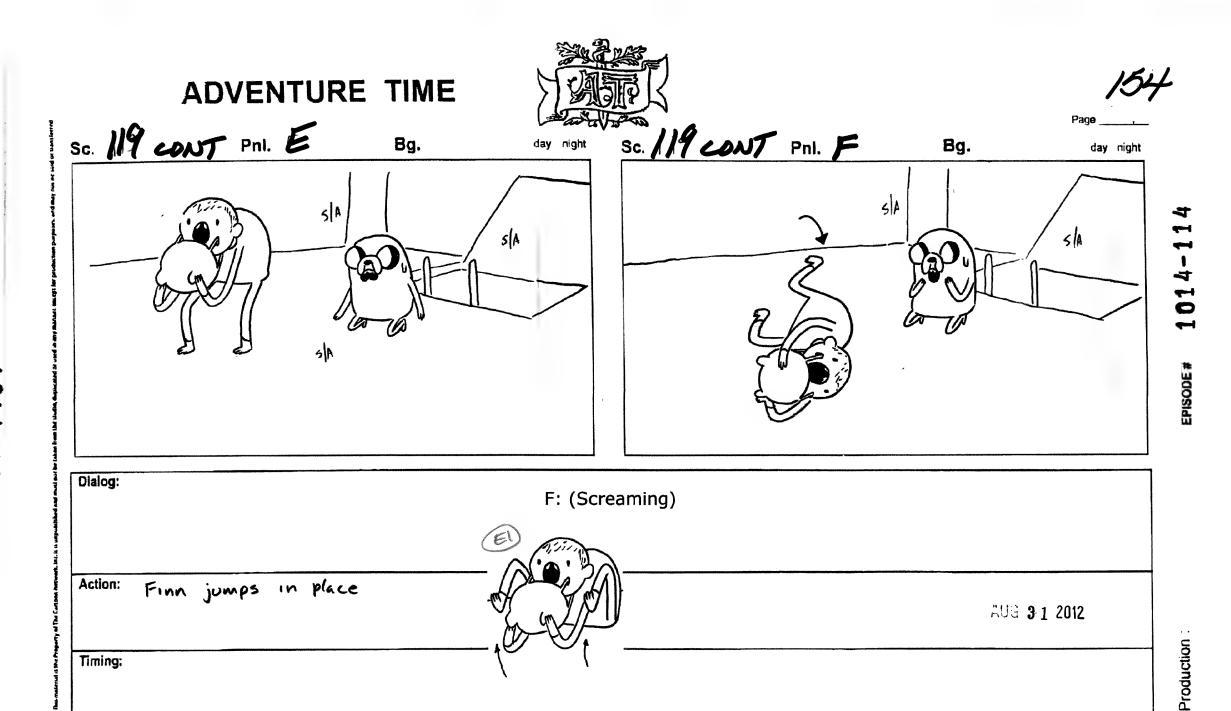
1014/114

Production:

ADVENTURE TI	ME July		Page 15 &	2
Sc. 119 Pnl. A B	g. day night	Sc. 119 CONT Pol. B	Bg. day night	
		All services and the services are the services and the services are the se	S/A	EPISODE# 1014-114
Dialog: E POOH BUNS!		POOH BUNS	ead!	
Action: Timing:	AD -	AR CONTRACTOR OF THE PARTY OF T	AUG 3:1 2012	Production :

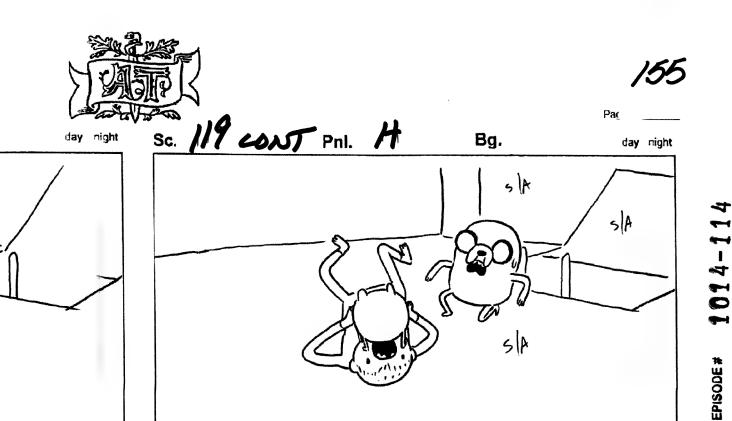
Timing:

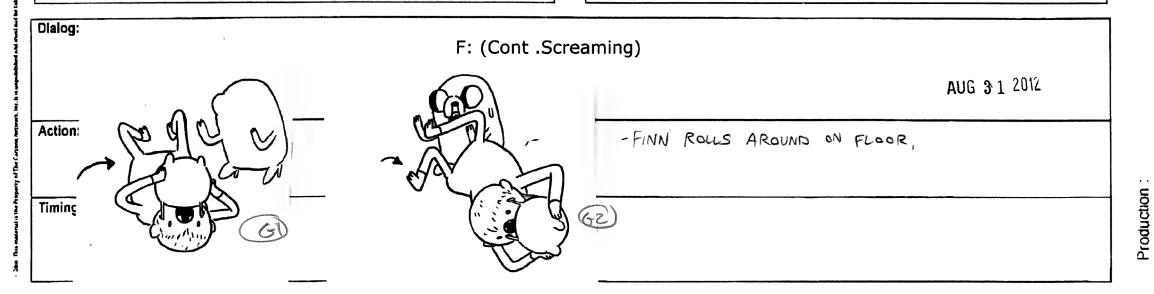




Bg.

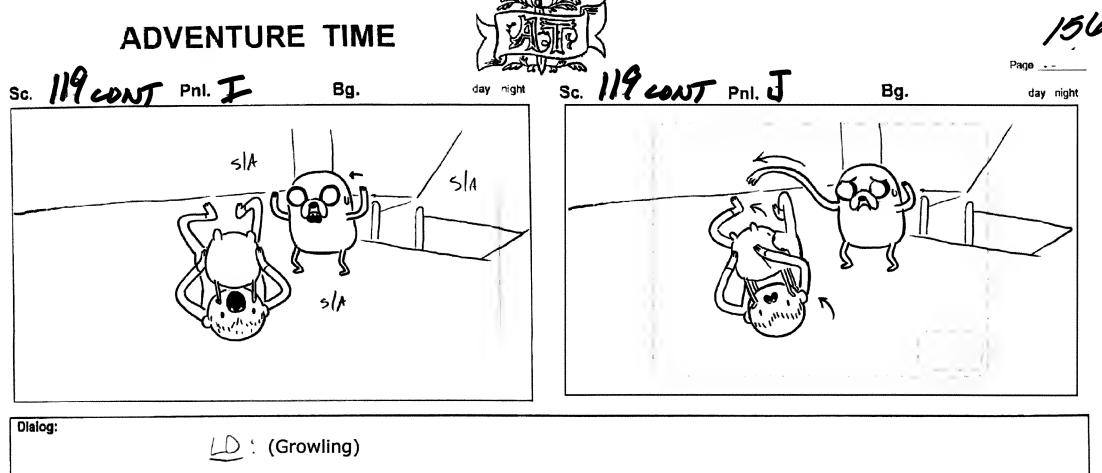
Sc. 119 CONT Pol. G





EPISODE #	
luction:	

1014-1



Action:

JAKE RUNS OVER

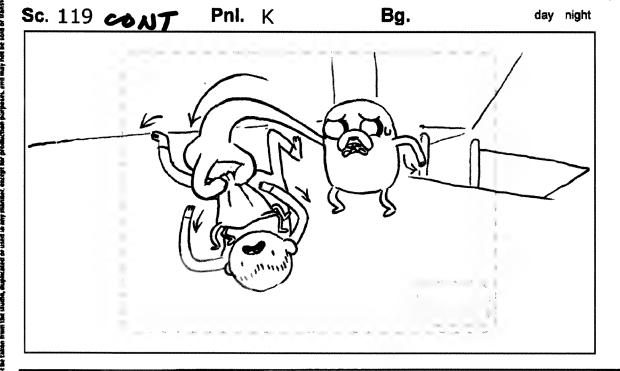
- Jake reaches toward LD AUG 3 1 2012

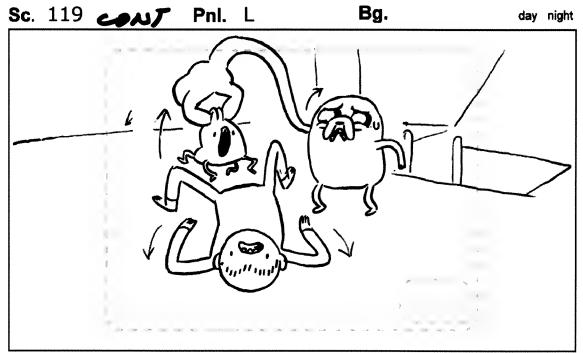
Timing:



Page <u>157</u>

EPISODE#





Dialog:

7

LD: NYANG./

J: Ew.. Gross..

LD: (Struggling)

Action:

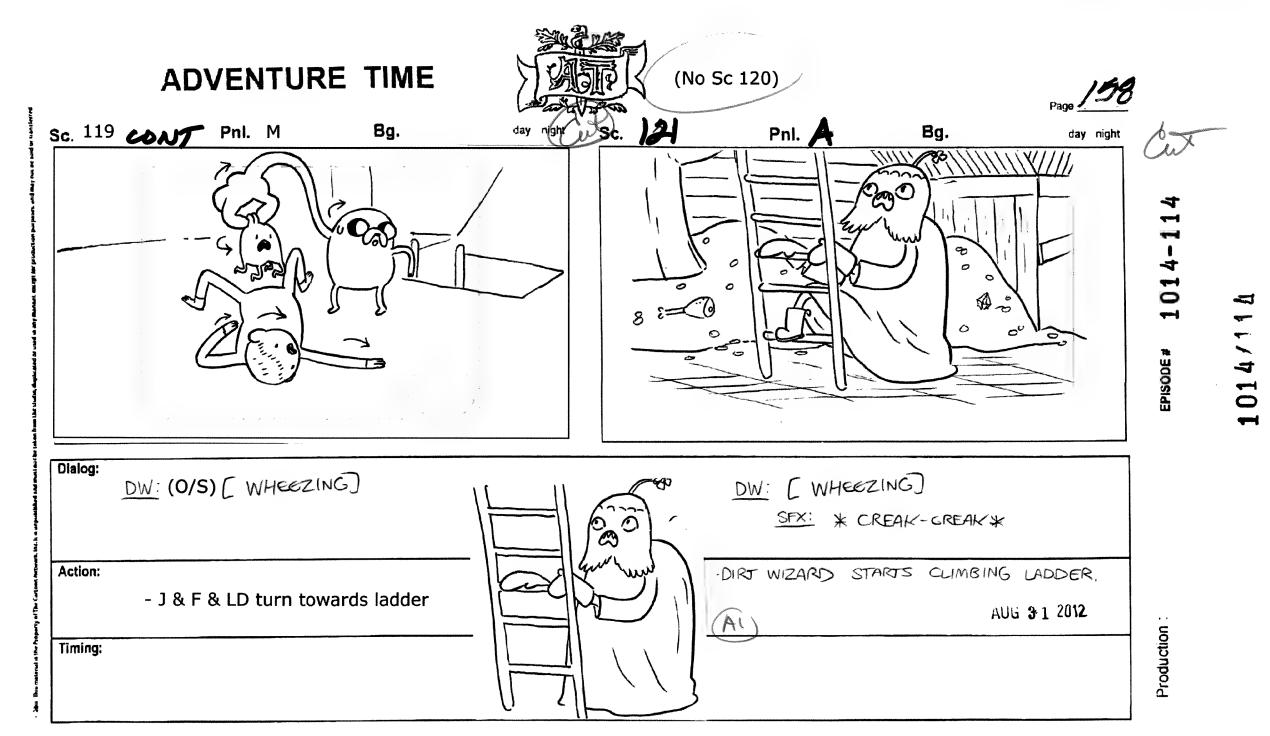
- Jake pinches LD by the ears

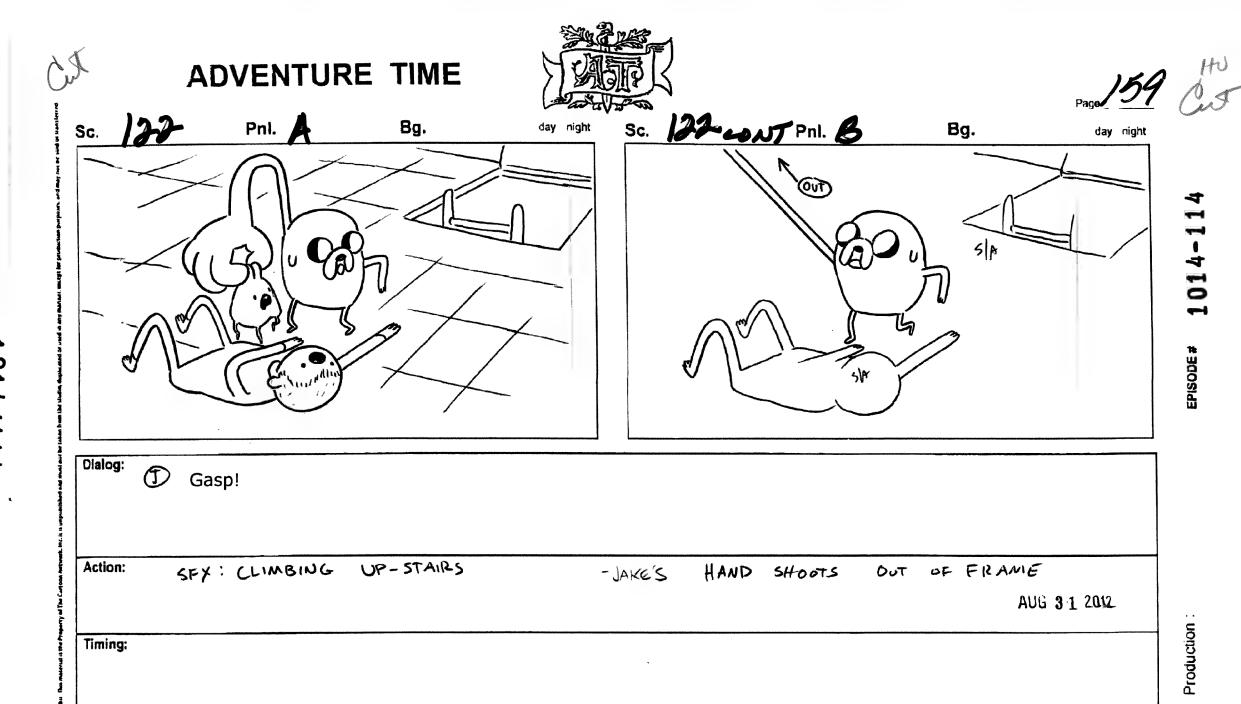
- LD struggles

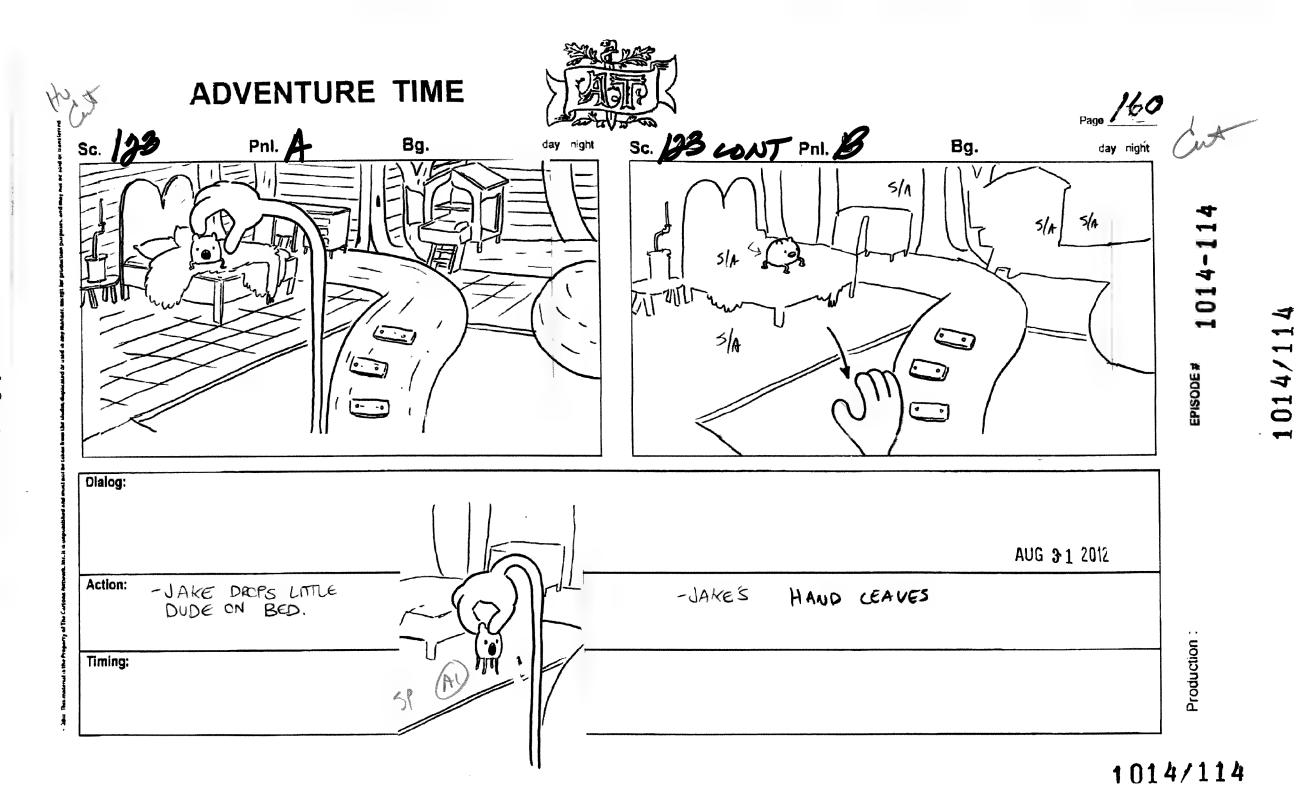
- Jake lifts LD

AUG 31 2012

Timing:





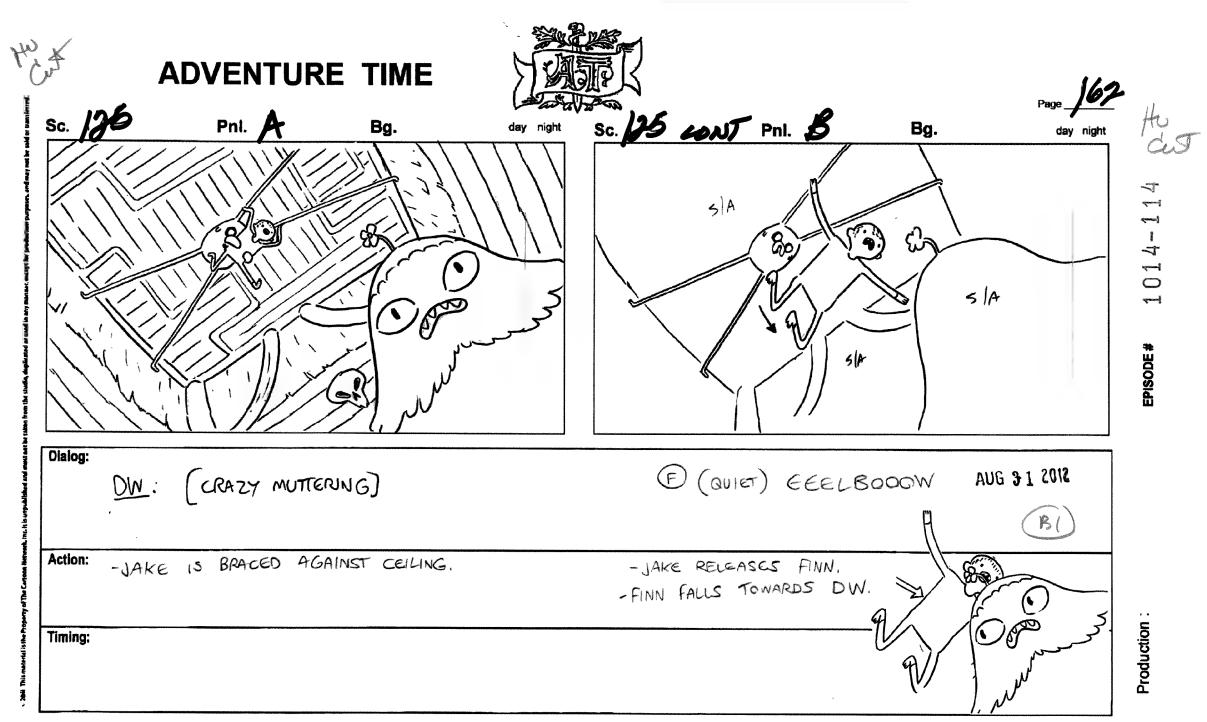


	ADVENTUR	E TIME					Page
Sc.	Pnl.	8g.	day night	Sc. /24	Pnl. A	Bg.	d ay night
dess hom the studen despitated or used in any manned energy for pricinalizes pulpaint, and may rea over	aur		Cut				
Dialog:		ara, ara, ara, ara, ara, ara, ara, ara,		(T	: (BREATHING		and a particular state of the s
Action:				Month must be annua musimus in a sanara annua annu	(AU)	AS A	AUG 31 2012
Timing:							

EPISODE #

1 11 4/11 4

Production:



Sc. 136	ADVENTUR							Page /63
Sc. 76	Pnl.	Bg.	day night	Sc.	ONT Pn	1. B	Bg.	day night
							SA SEG	
Dialog:								
<u>DW</u> :	EH?			DW:	YAAH 1		AUG 3'1 2	2012
Action:				-FINN E	LBOW DROP	S ON/S,		

ADVENTURE TIME



Page 164

10.1	Λ	-ava		Page /		
sc./240 cont	Pnl. & Bg.	, day night	Sc.	Pnl.	Bg.	day night
	,	SIA		Ľ	36- 5/r	
	OUT			:	3 ^	
(4 /	161.					
Dialog:		,				

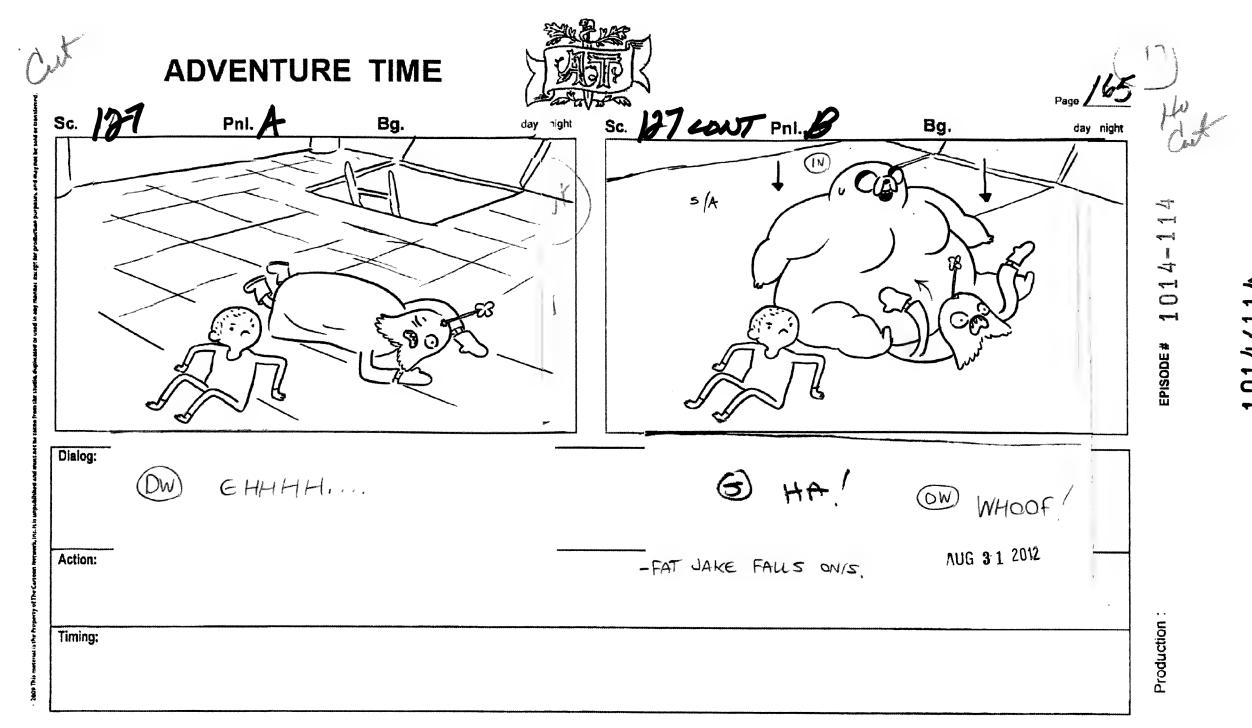
Action: FINN FACES OUT OF SHOT SFX: THUD

AUG 3:1 2012

Timing:

Production:

EPISODE #

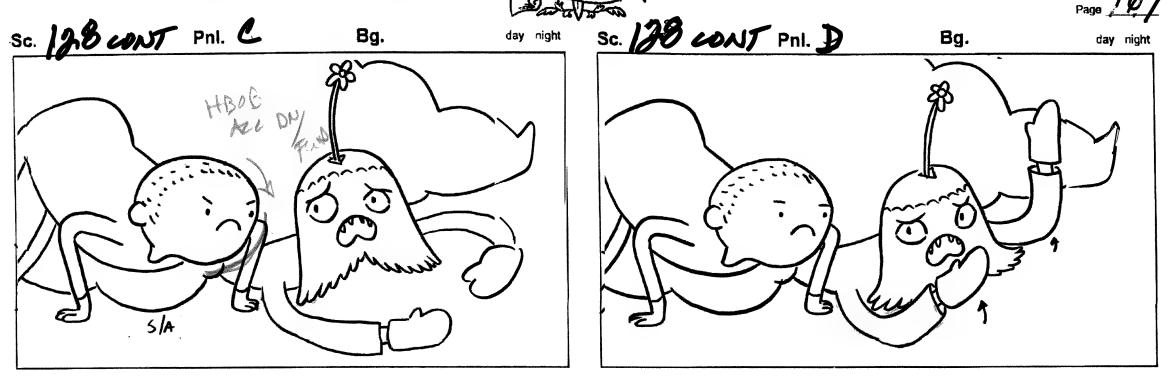


EPISODE#

Production:

Dialog:	(DW) (D WIZARD TRAPPED) (LABORED BREATH)	F WHAT ARE YOU DOING IN OUR HOUSE, HOMIE?	
Action:		-FINN SCUTTLES ON/S. AUG 3-1 2012	
Timing:			





Dialog: (DW) PLEASE DON'T HURT ME.

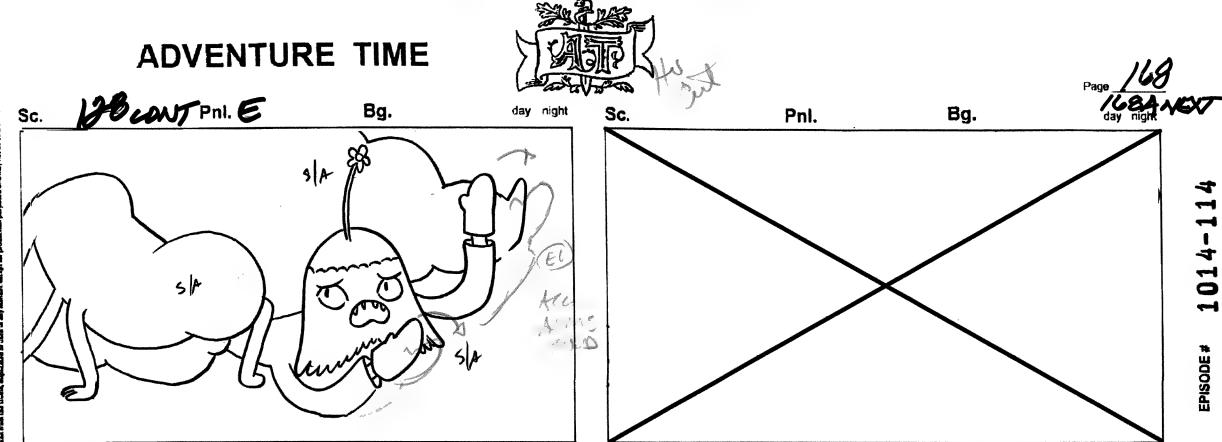
YOU'RE IN GRAVE DANGER

Action:

AUG 3 1 2012

Timing:

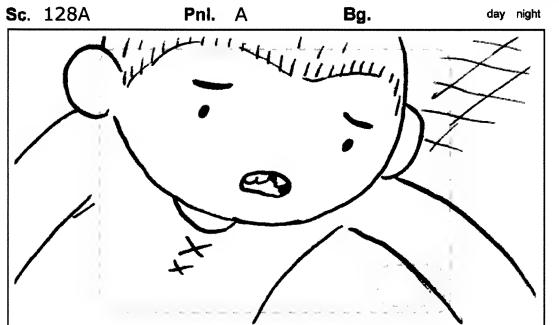
Production:

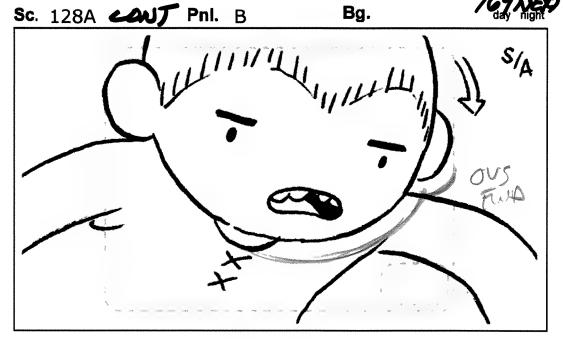


Dialog:	DW AND IT'S ALL MY FAULT.	
		,
Action:		AUG 3 1 2012
Timing:		







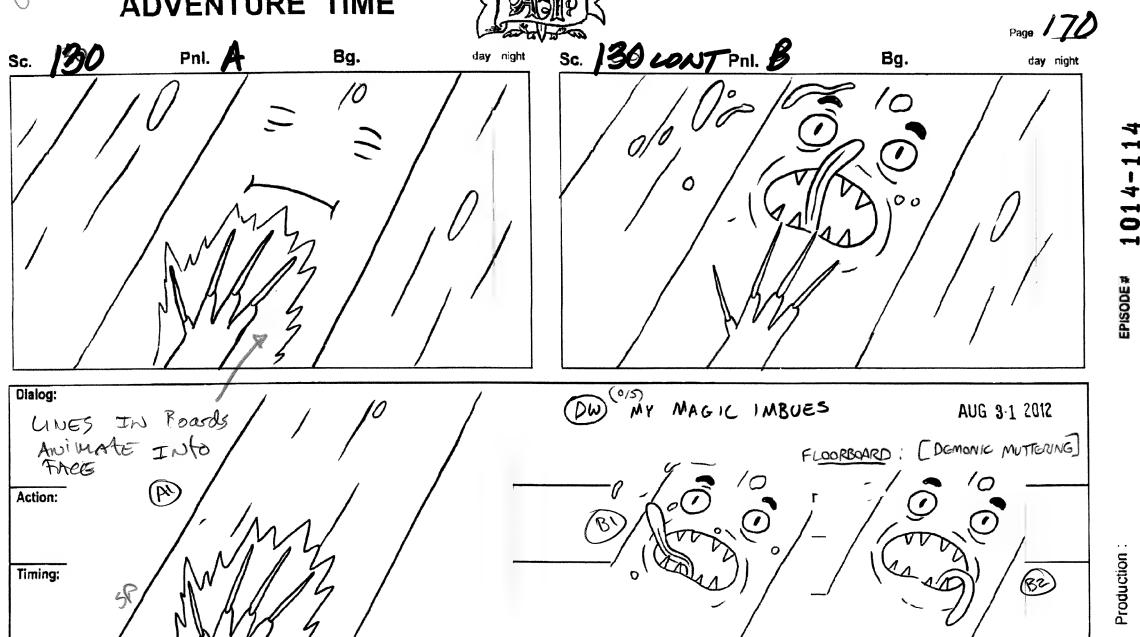


Dialog:	F WHA?	F WHAT ARE YOU TACKWG ABOUT
Action:		AUG 3.1 5015
Timing:		

Production:

1014-114









ADVENTURE TIME Sc. 130A CONT Pnl. B Pnl. A Bg. **Sc**. 130A Bg.

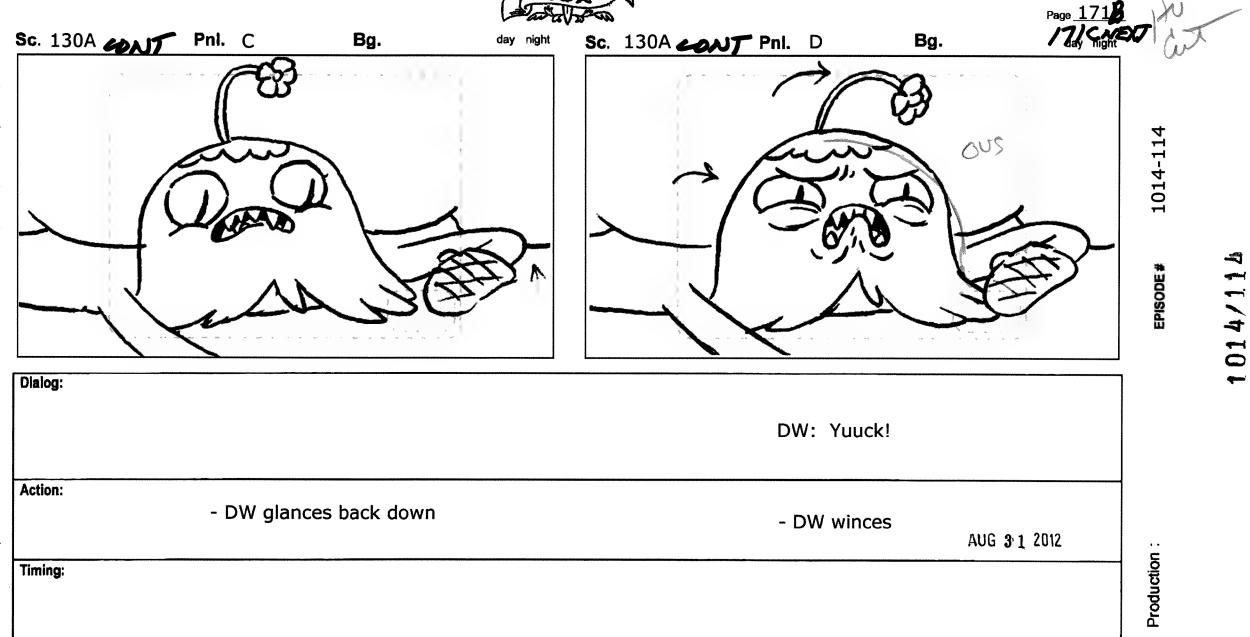




Dialog:	DW: One that craves destruction and chaos!		
Action:		- DW's eyes widen	AUG 31 2012
Timing:			

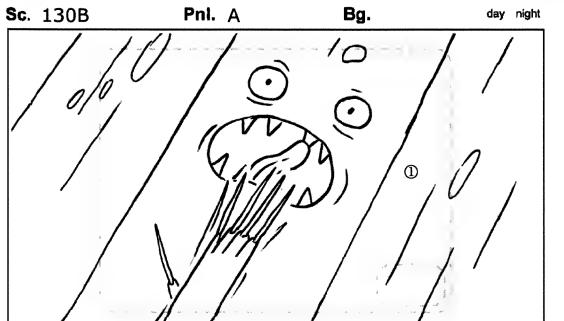
Production:

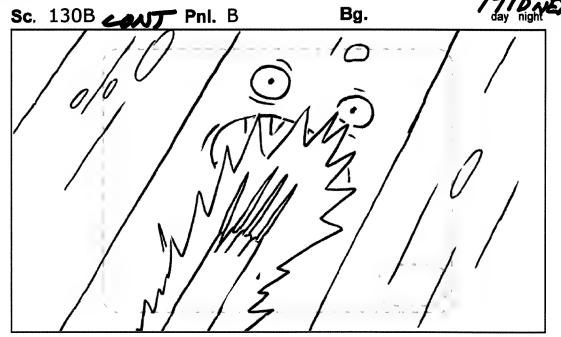












Floorboard: [Demonic muttering]

SFX: *Shyuuu*

Action:

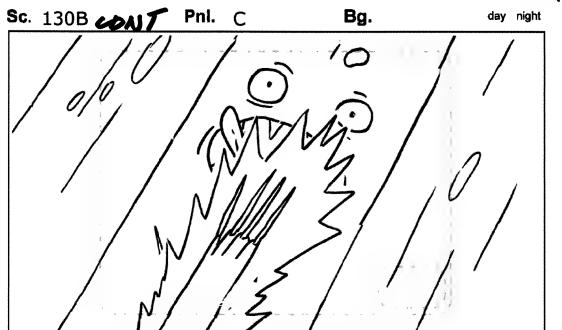
AUG 31 2012

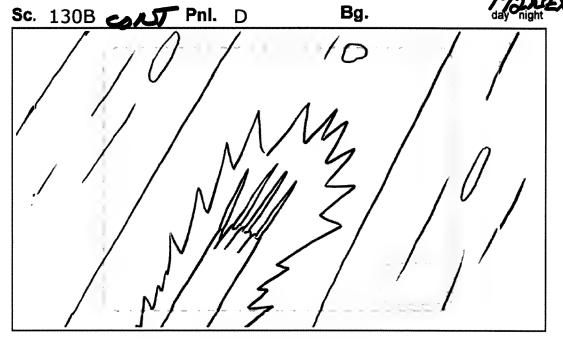
Production:

1014-114

EPISODE #







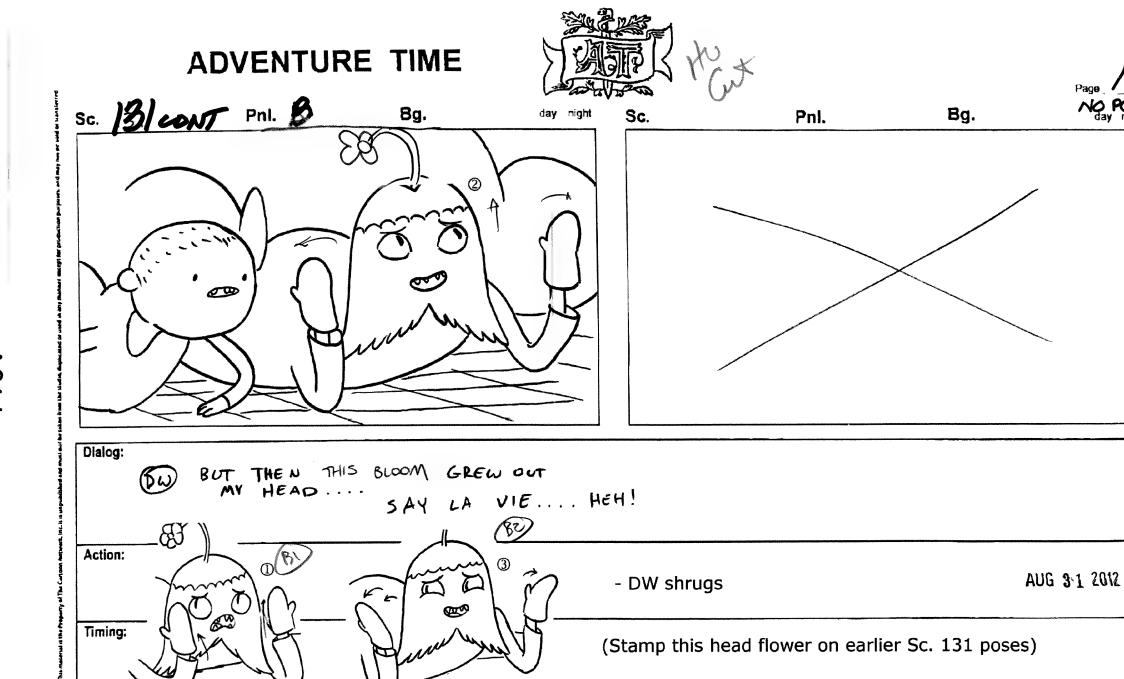
Dialog:		
	Floorboard: [Demonic muttering]	
Action:	AUG 3.1 2012	1
	Mod of the	
Timing:		\exists

Production:

1014-114

EPISODE #

ADVENTURE TIME		*go_/72
Sc. 130B CONTPOLE Bg. day right	Sc. 3 / Pnl. A	day night
		1014-114
		EPISODE *
Dialog:	W I BURIED MYSELF SO THAT NOTHING WOULD TOUCH MY BODY EVER AGAIN	AUG 3·1 2012
Action:		Don O A
Timing:	- Law	1014/114

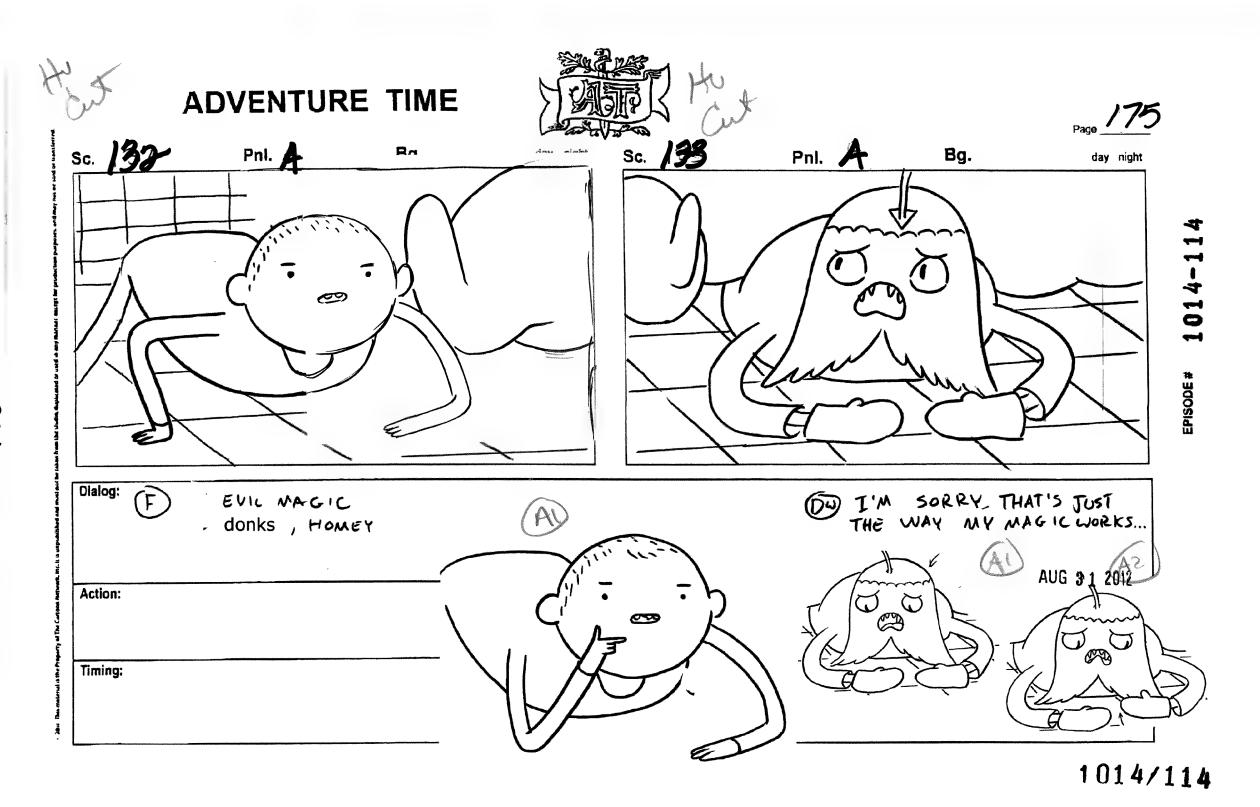


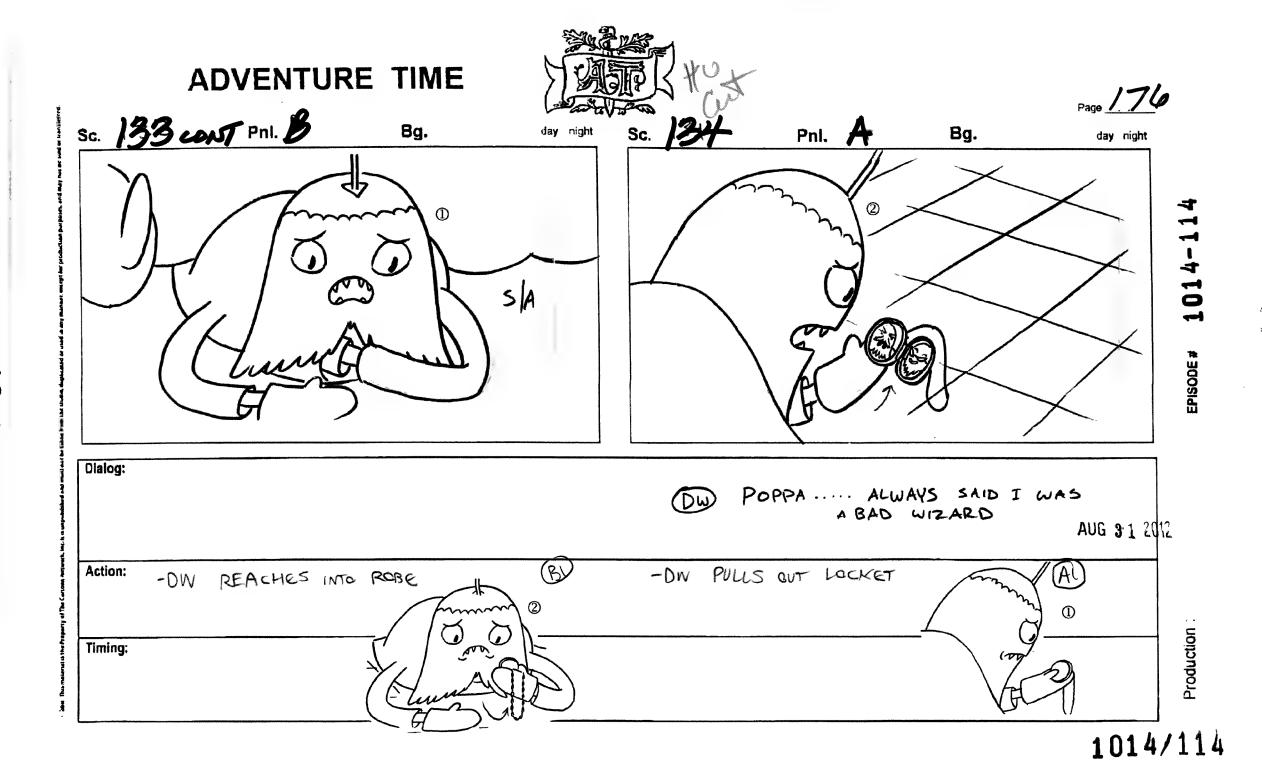
.

Production:

1014-1

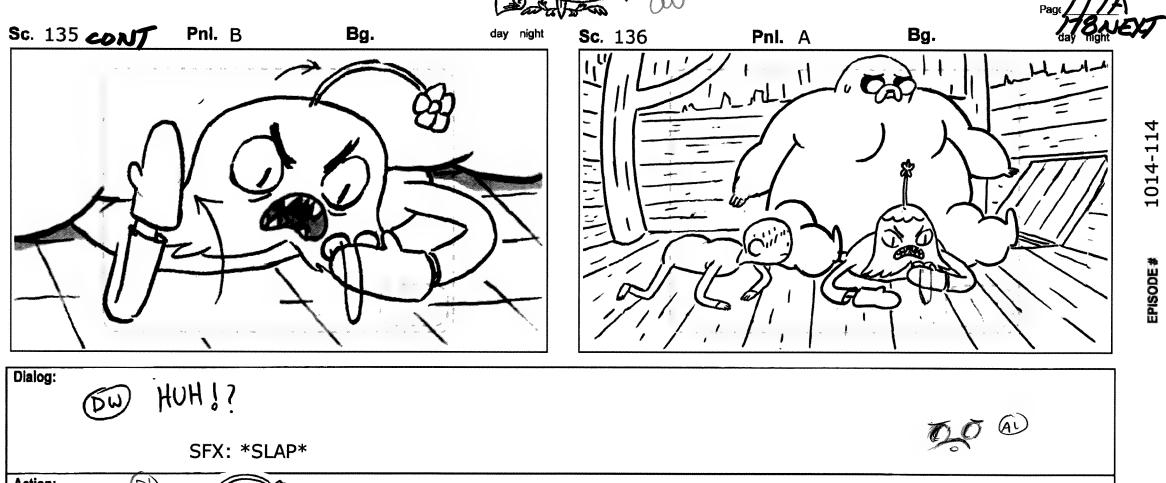
EPISODE#





ADVENTURE TIME Page 177 day night NEXT Sc. 1994 cont Pril. B Bg. day night Pnl. A Bg. Sc. 1014-11 SA EPISODE # BW RIGHT POPPA!? BABY IS A BAD WIZARD ... Dialog: Action: AUG 3 1 2012 Production: Timing:





- DW slaps floor



AUG 31 2012

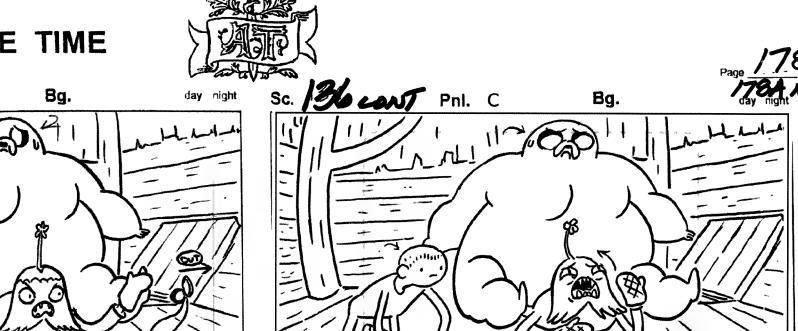
Production:

1014/11

1014-11

ADVENTURE TIME

Sc. 136 CONT Pol. B

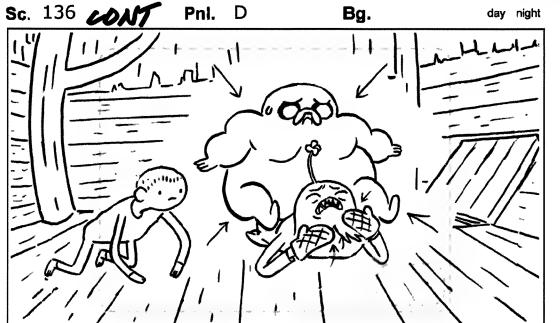


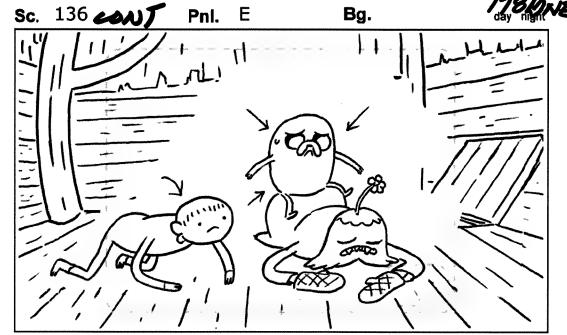
Dialog: YOU'RE A BAD WIZARD DW: [SOBBING] AUG 31 2012 Action: - DW THROWS LOCKET. (8) Timing:

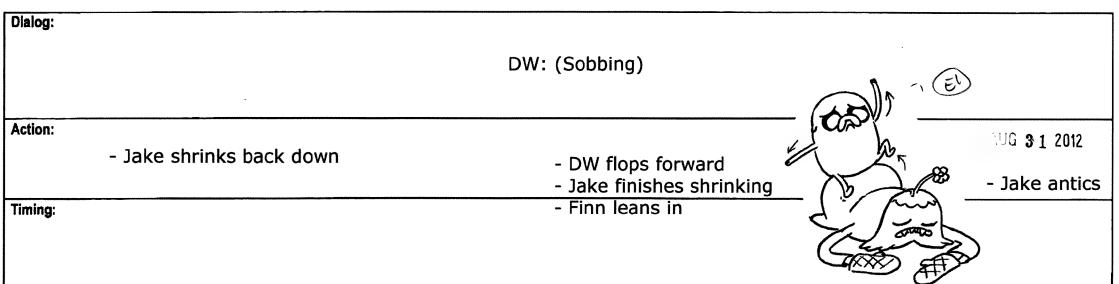
1014/114

Production:







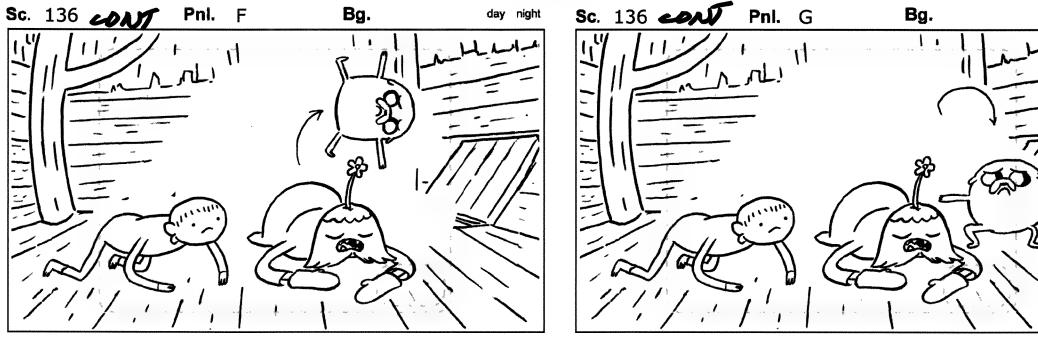


Production:

1014-114

EPISODE#





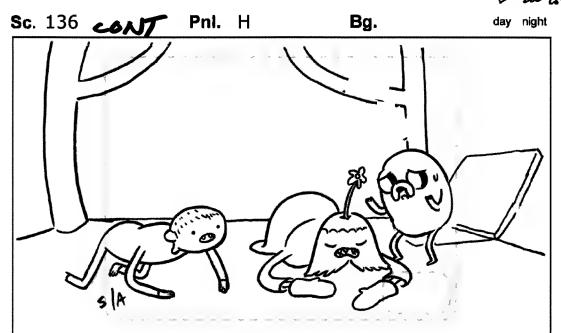
Dialog:		
Action: - Jake does a side flip off of DW's back	- Jake lands	AUG 3 1 2012
Timing:		

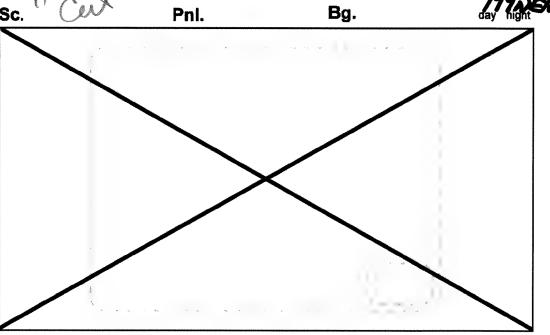
Production:

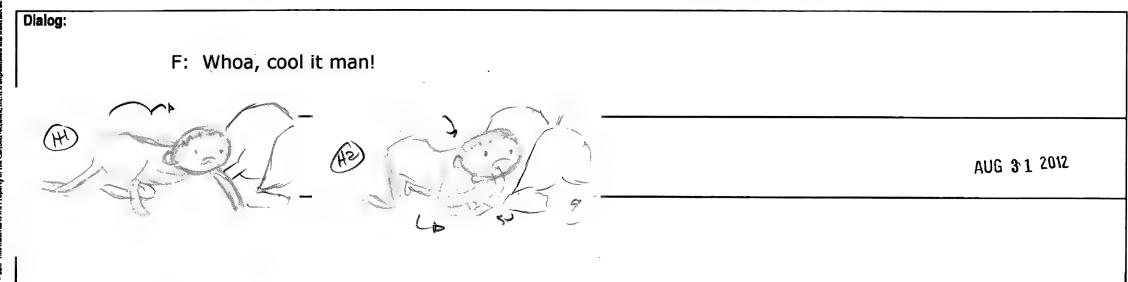
1014-114

ADVENTURE TIME Pnl. H Bg.









Production:

1014-114

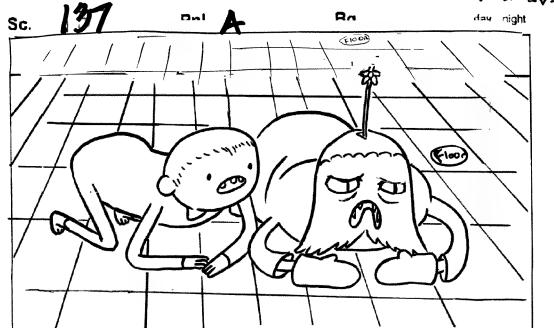
EPISODE#

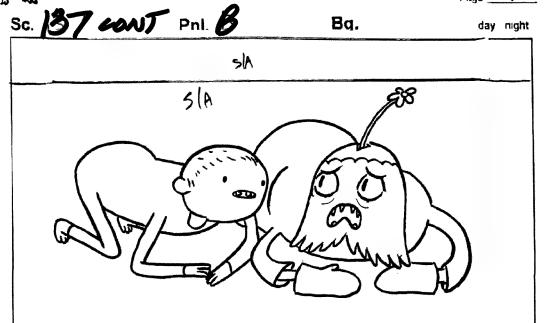
A Served to unattered

ADVENTURE TIME



Page 179





Dialog:	E LET'S	JUST	FIX LITTLE	DUDE	
Action:			,		AUG 3:1 2012
Timing:					

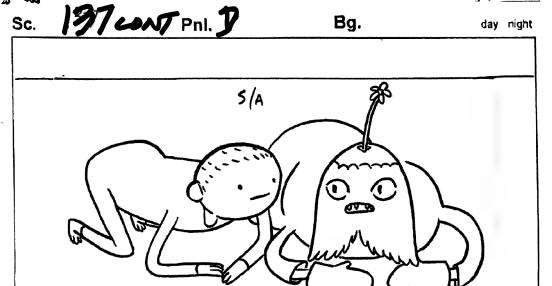
-
-
4
-
-
-
4

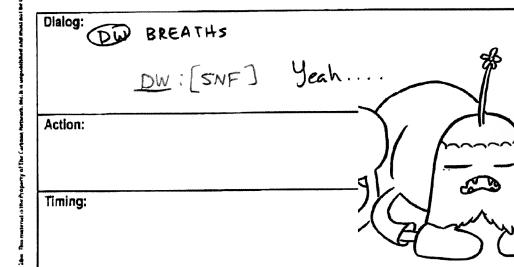


(1)

Pag /80

Sc. 137 CONT Pol. C Bg. 5/R





DU	ok		
	BMO	(vo) GUYS	

AUG 31 2012

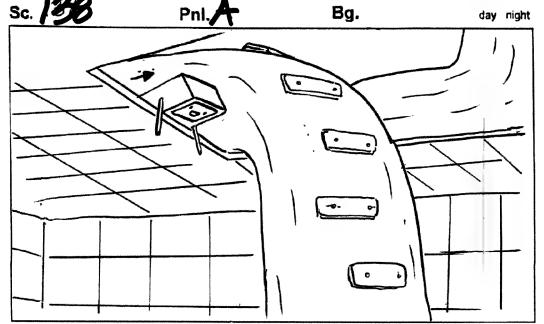
Production:



Page 181.

EPISODE #

Sc. 131 Jan Pnl. E Bg. day night



Dialog:

(BMD) YOUR STANKY FRIEND JUMPED OUT THE WINDOW AND RAN TOWARDS THE CANDY KINGDOM

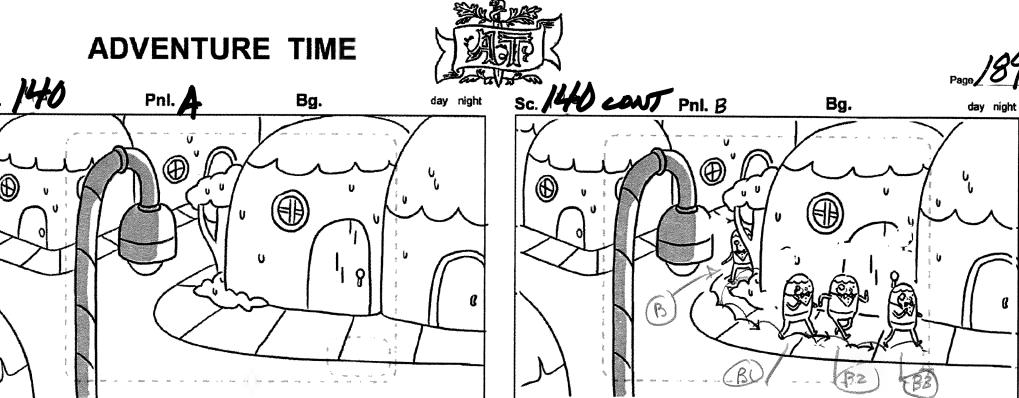
AUG \$1 2012

Action: SFX: (O.S) WINDOW BREAKS

Timing:

ADVENTURE TIME Sc. 138 LANT Pnl. Bg.	day night Sc. 139 Pnl. A Bg. Page 183-188 day night	8
Dialog:	EPISODE # 1012-11	7 T T T T T T T T T T T T T T T T T T T
Action: Timing:	Production :	

Sc. 140 Dialog:



	Candy Gentalman: *whistling*	
Action: EXT. CANDY KINGDOM STREET	CANDY MUSCLES STUMBLES AROUND CORNER	AUG 3'1 2012
Timing:		

Production:

1014-1

EPISODE#

* N14/114

tist

ADVENTURE TIME



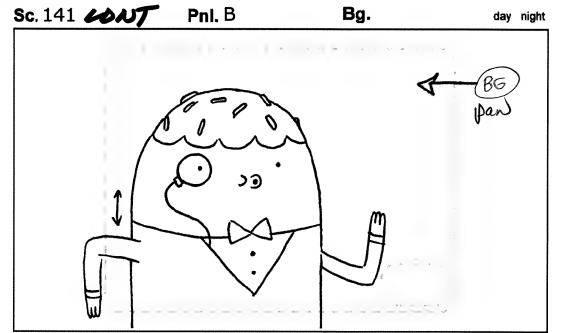
Page 190

Sc. 141

Pnl. A

Bg.

day night



Dialog:		
	Candy Gentalman: *whistling*	
Action:		
	AUG 3 1 2012	
Timing:		
		,

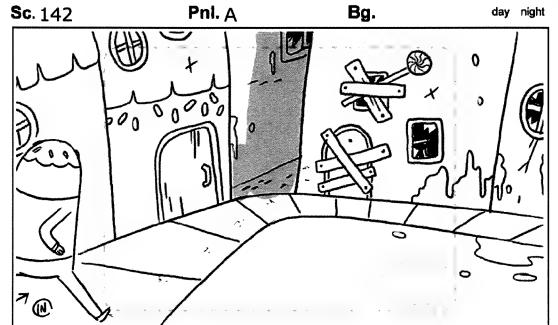
Production:

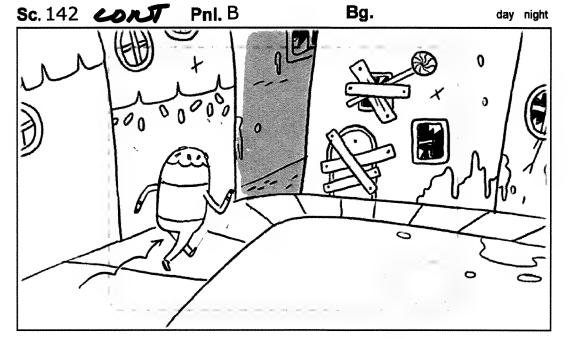
EPISODE#





Page 191





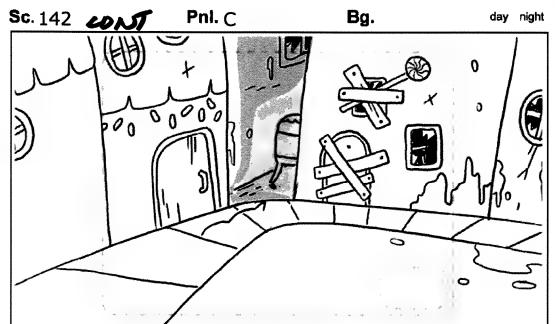
Dialog:	Candy Gentalman: *whistling*	
Action:	CG WALKS INTO DARK ALLEY	ÁUG 3'1 2012
Timing:		

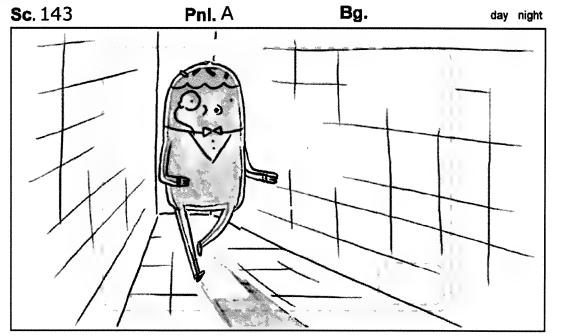
Droduotion

1014-114



Page <u>192</u>

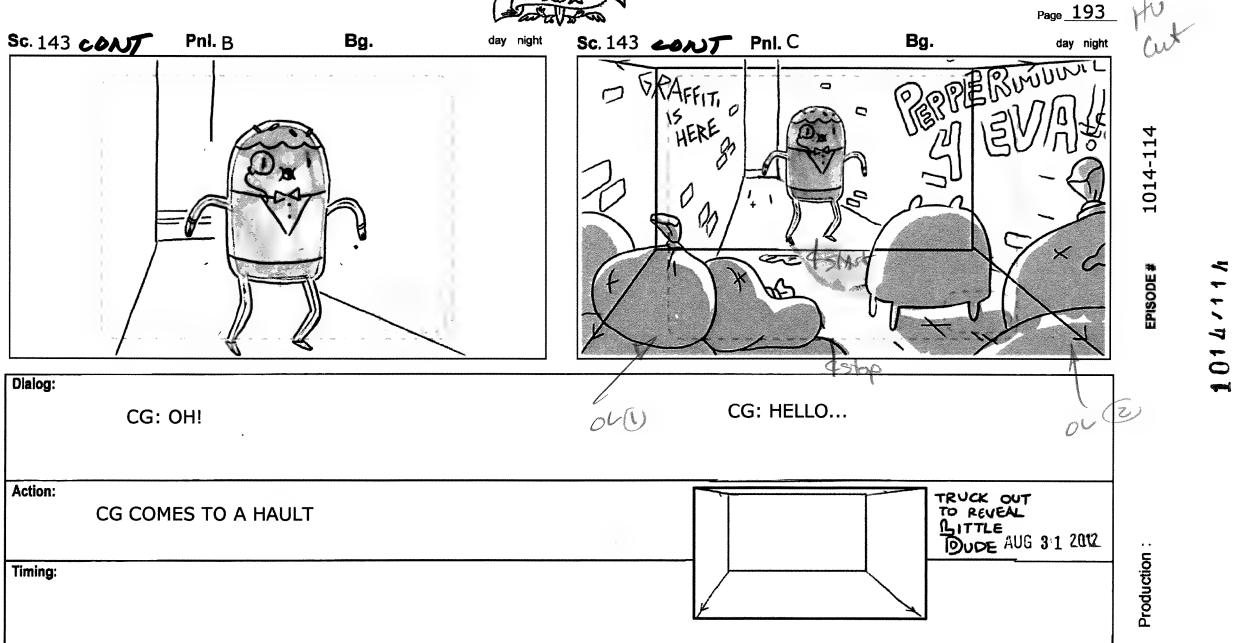




Dialog:			
_	Candy Gentalman: *whistling*		AUG 3 1 2012
			(A) (O,)
Action:	CG DISAPPEARS INTO DARKNESS	CG PROCEEDS DOWN ALLEY	
Timing:			

Production:









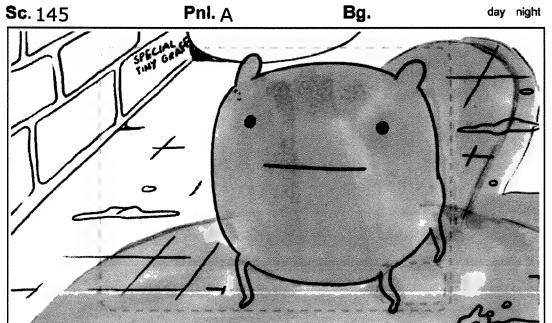
Sc. 144 Pnl. A Bg. day night Sc. 144 Pnl. B Bg. day night F11-F101

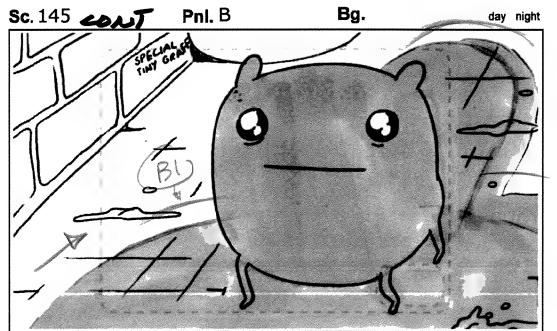
Dialog:		
	CG: AREN'T YOU A CUTIE	CG: **
		Hey! Are you lost TINY Gentlema
Action:		-CG TAKES TWO STEPS FORWARD AUG 3:1 2012 -CG'S SHADOW FALLS OVER L.D.
Timing:		Production

1014/114



Page 195





Dialog: Action: -LITTLE DUDE'S EYES WIDEN AND GLEAM IN SHADOW AUG 31 2012 Timing:

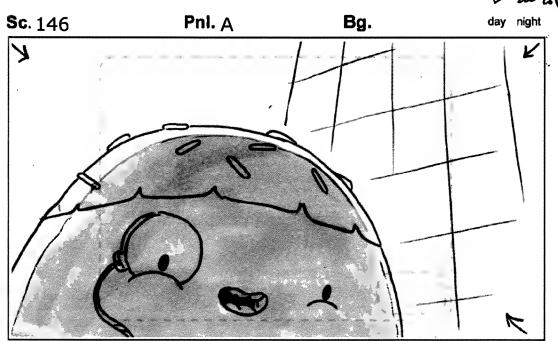
Production:

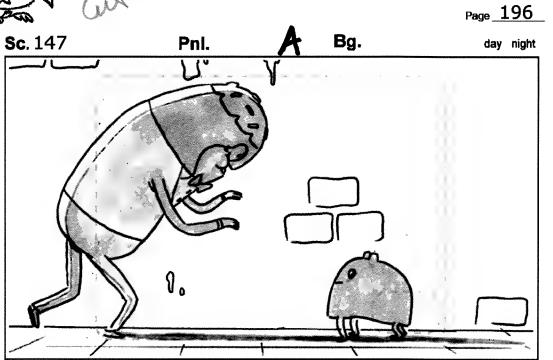
1014-114

1014/11









CG: CUUUTE

Action:
DRIFTS IN ON CG'S HEAD

Aug 3-1 2014

Timing:

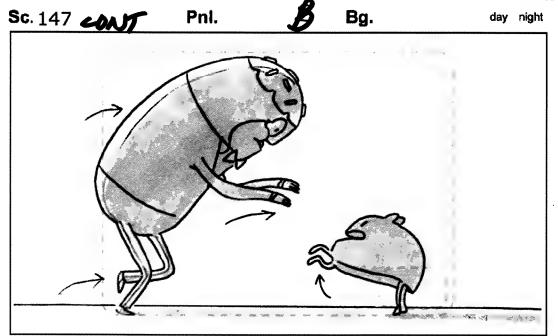
Production:

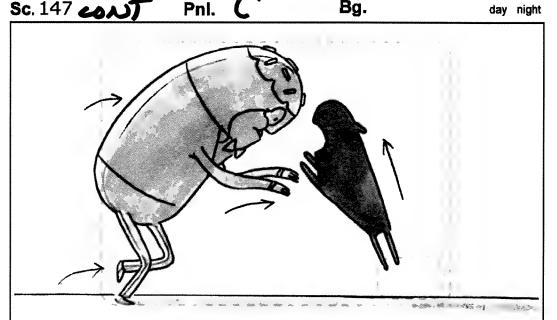
1014-114

EPISODE #



Page 197 Sc. 147 CDT Pnl. C Bg. day night





Dialog:	LD: NYANG	
Action:	-CG WALKS CLOSER TO LD -LD REARS UP	-LD LEAPS AT CG'S HEAD
	ED REARS OF	AUG 3 1 2012
Timing:		

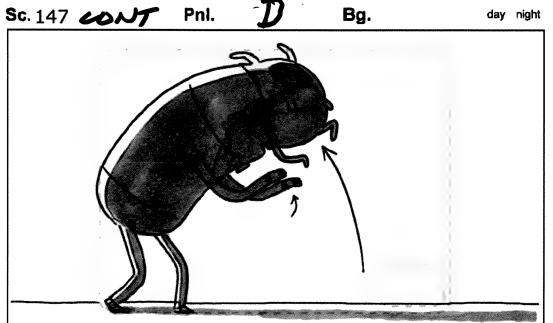
1014-114

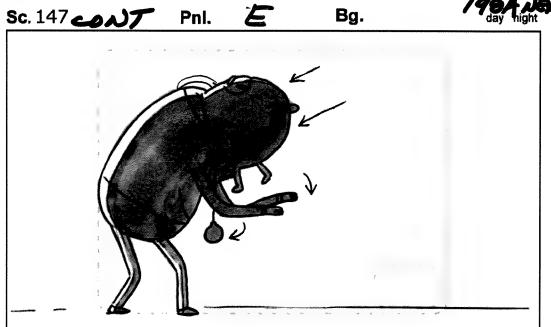
1014-114

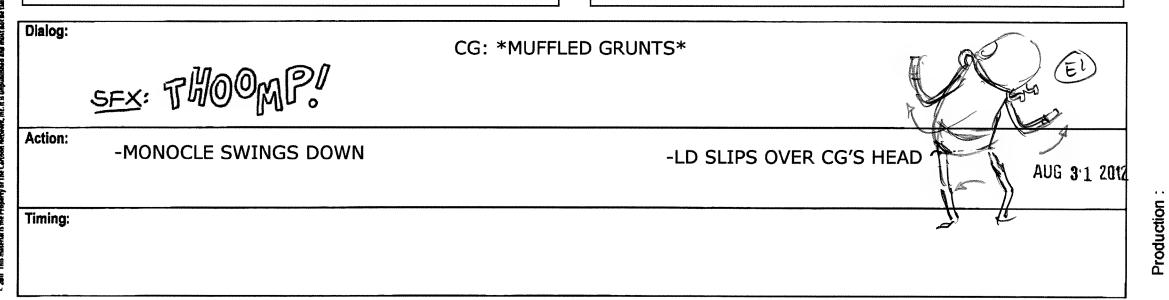
EPISODE#

ADVENTURE TIME





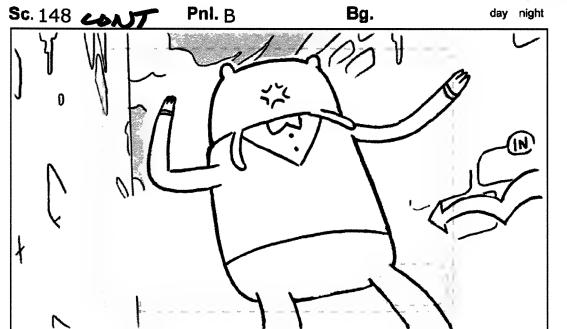




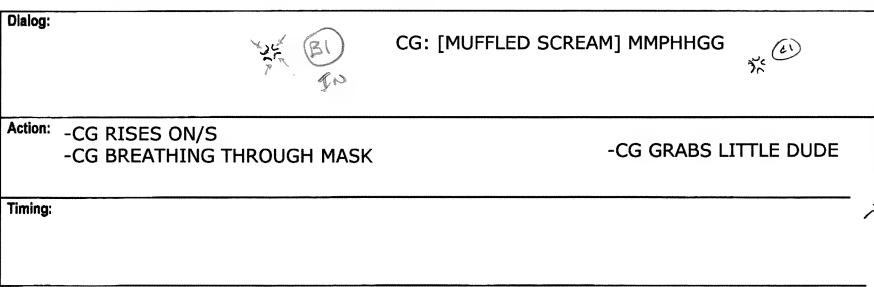
	ADVENTUR	E TIME					Page 198	<u> </u>
Sc.	Pni.	Bg.	day night	sc. 1448	Pnl. A	, Bg.	day night	X
								EPISODE# 1014-114
Dialog:								
Action:				EXT:	ALLEY WALL AT	T NIGHT	AUG 3'1 2012	
Timing:								Production :



Page 199







AUG 3:1 2012

1014/114

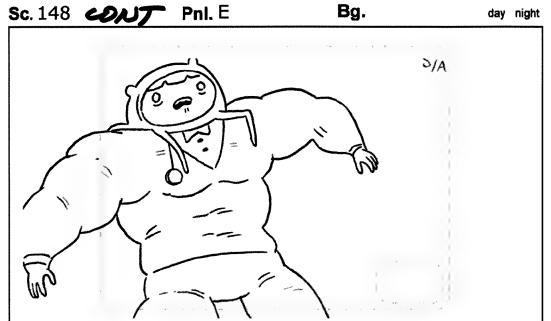
Production:

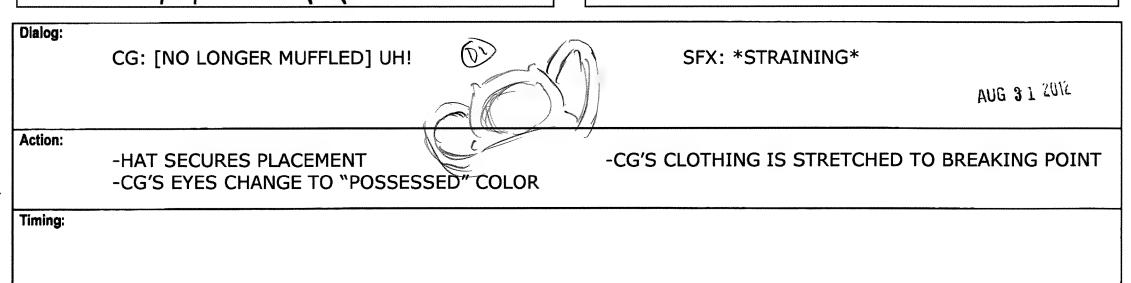
1014-114



Page 200







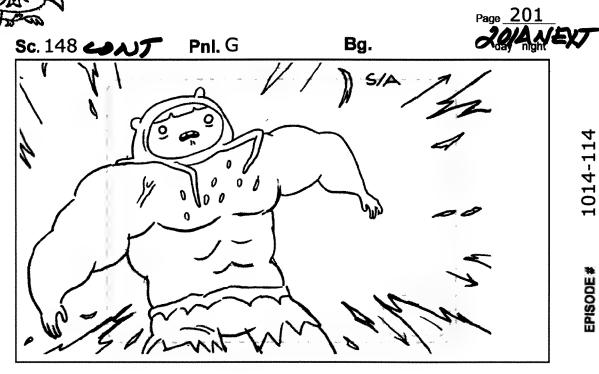
Production:

•

ADVENTURE TIME



Sc. 148 Pnl. F Bg. day night



CM: UH			
-CLOTHING SCRAPS FLY OFF/S	AUG 3.1 2012		
_			

Production:

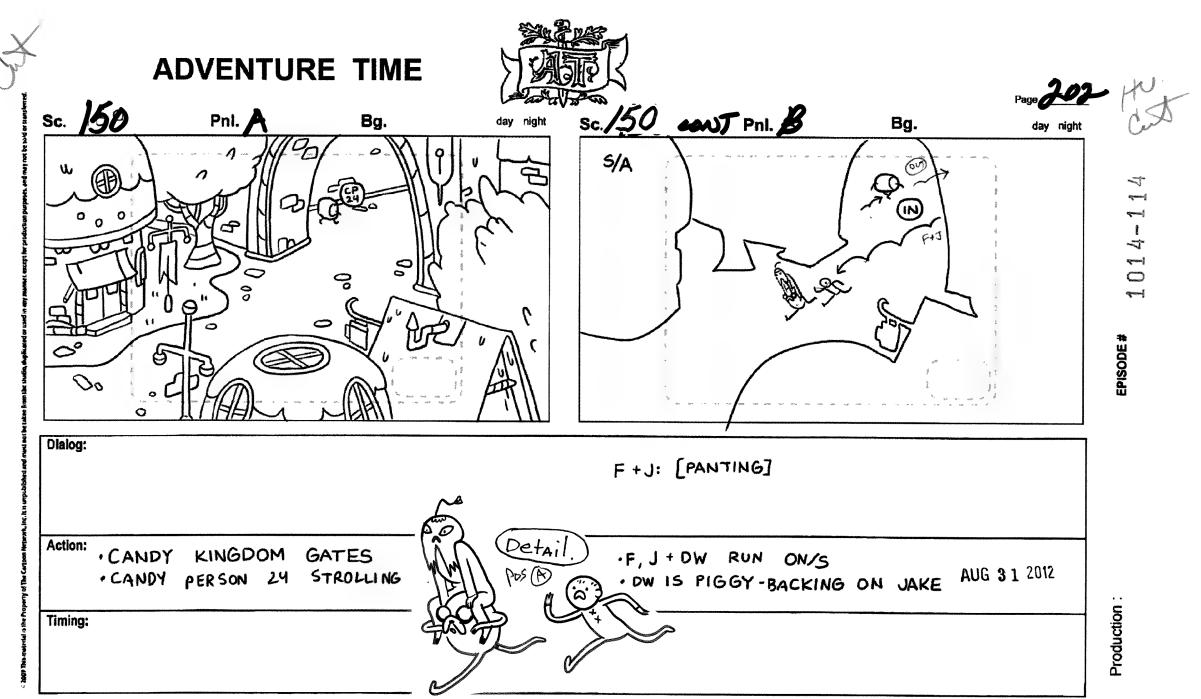


Dial CM: NYAING NYANG NYANG

-CANDY MUSCLES'S IS UNDER LIT Action: BY EERIE GREEN GLOW

Timing:

(Al)



1014/114

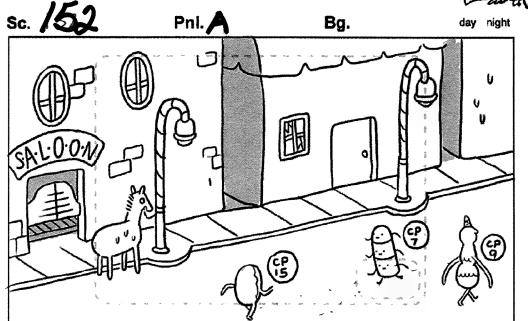
Dialog:

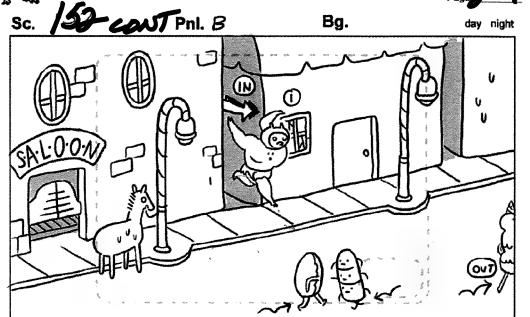
Timing:

ADVENTURE TIME









NYAAANG ... CM:

Action: - CANDY PEOPLE WALKING BY ALLEY

-GUMMY HORSE IS TIED TO LAMP POST

- CM EXITS ALLEY (OTHER SIDE)

STUMBLING LIKE A MARIONETTE

3 L 6018

Production:

Dialog:

Action:

Timing:

CM:

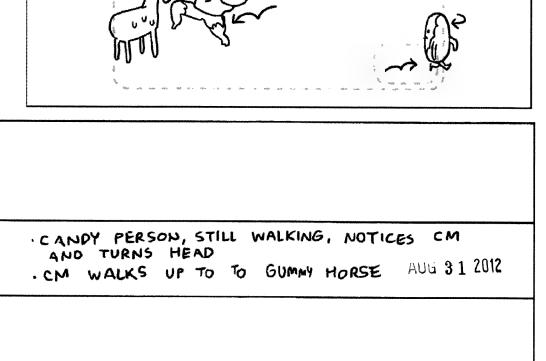
CM

Production:



NYANG NYANG

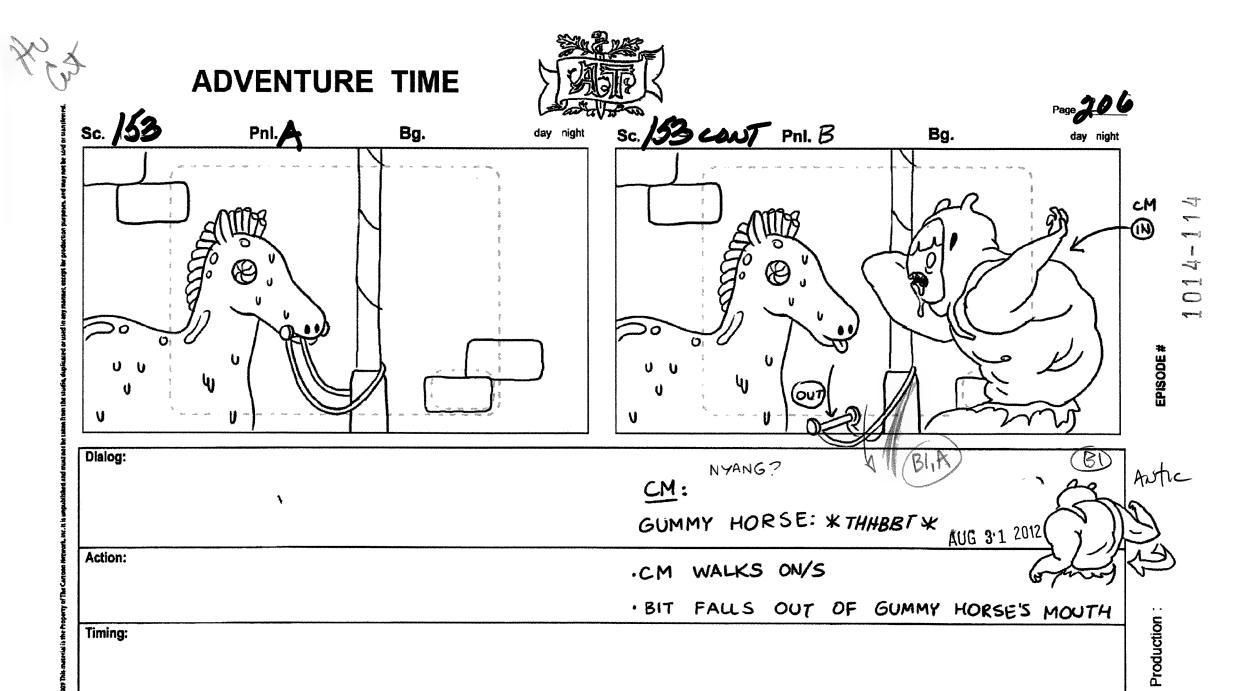
TURNS CORNER

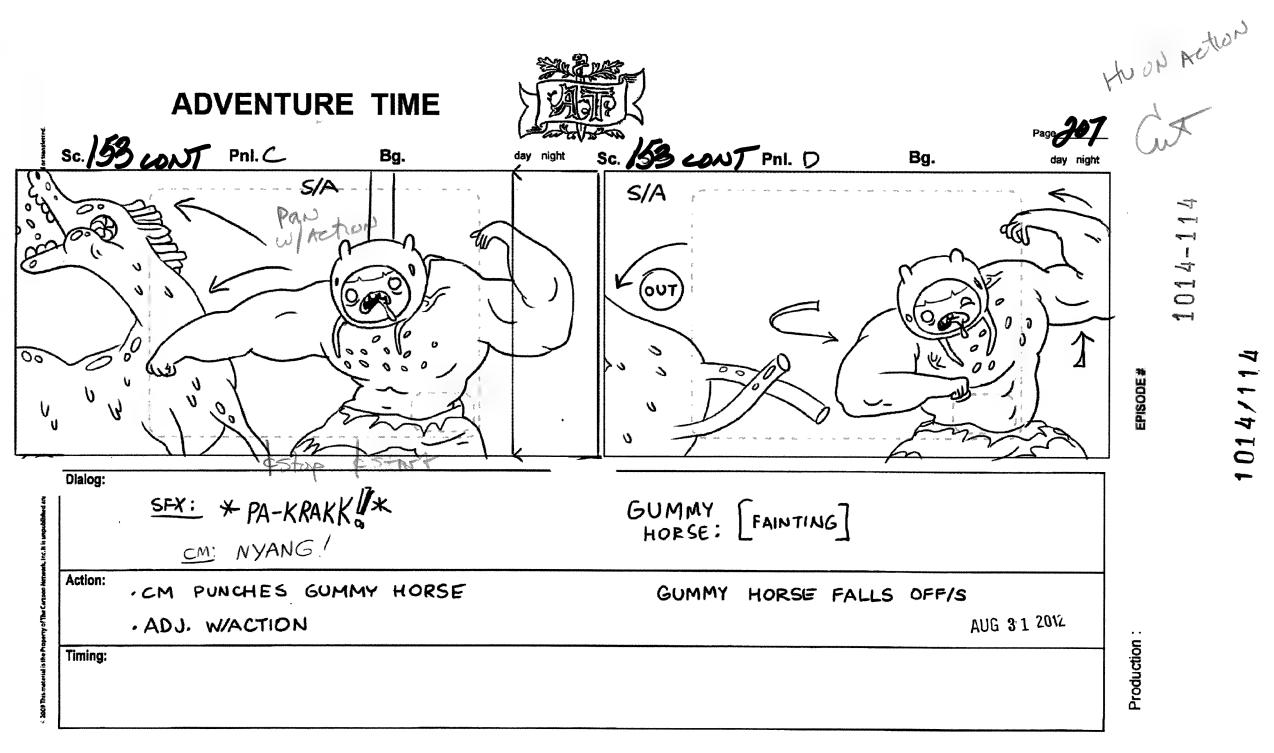


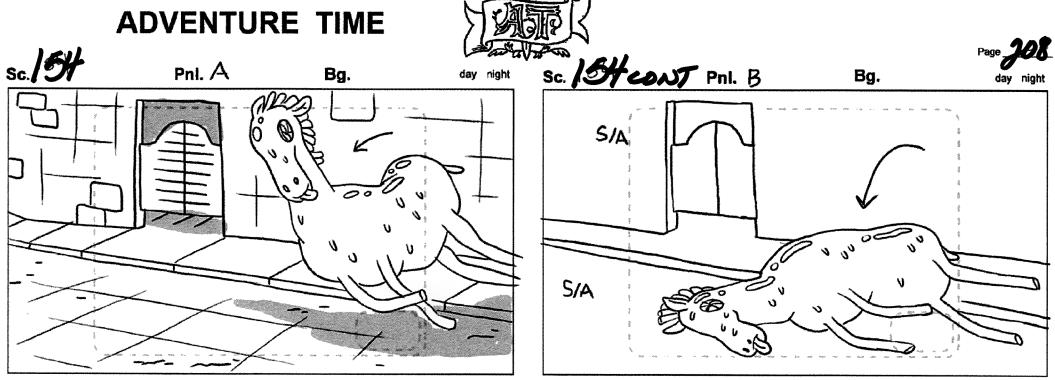
Bg.

Sc. 152 cont Pol. D

S/A







Dialog:

SFX: * WHUMP! *

GUMMY HORSE HITS THE GROUND

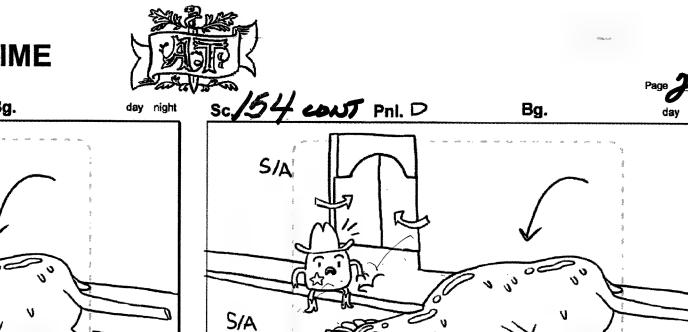
AUG 31 ZUIC

Timing:

Action:

Sc. 154cout Pal. C

S/A



Dialog:

SFX: * CREAK-CREAK*

GUMMY HORSE: [RASPBERRY]

Action: GUMMY COWBOY RUNS OUT
OF SALOON

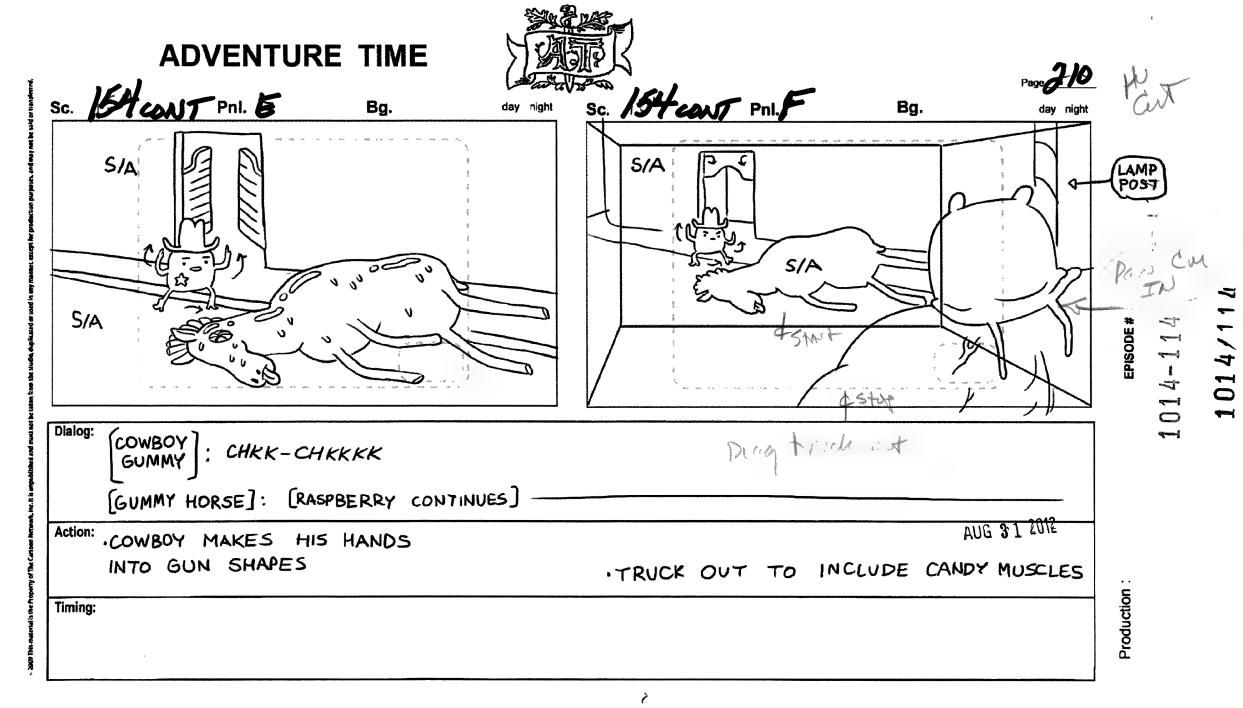
GUMMY HORSE

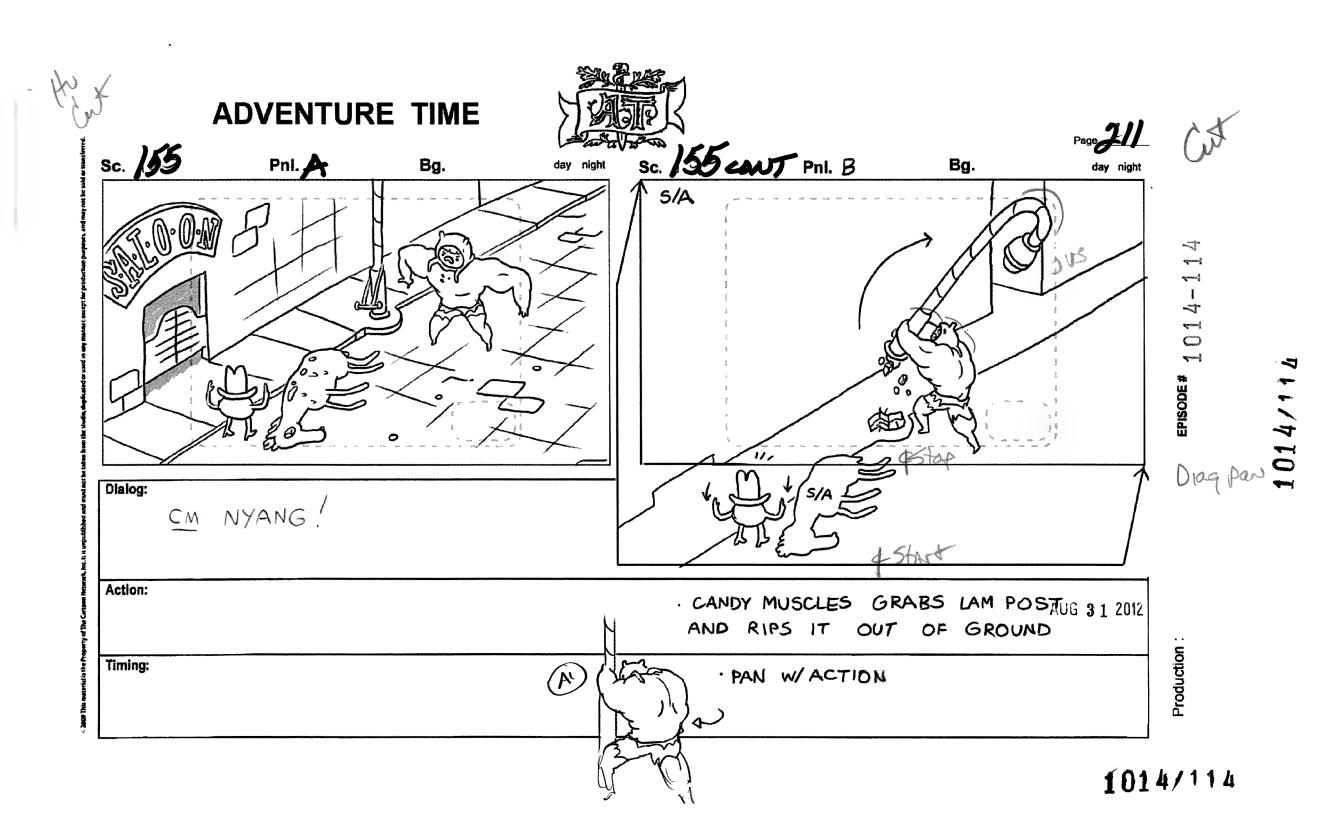
AUG 3:1 2012

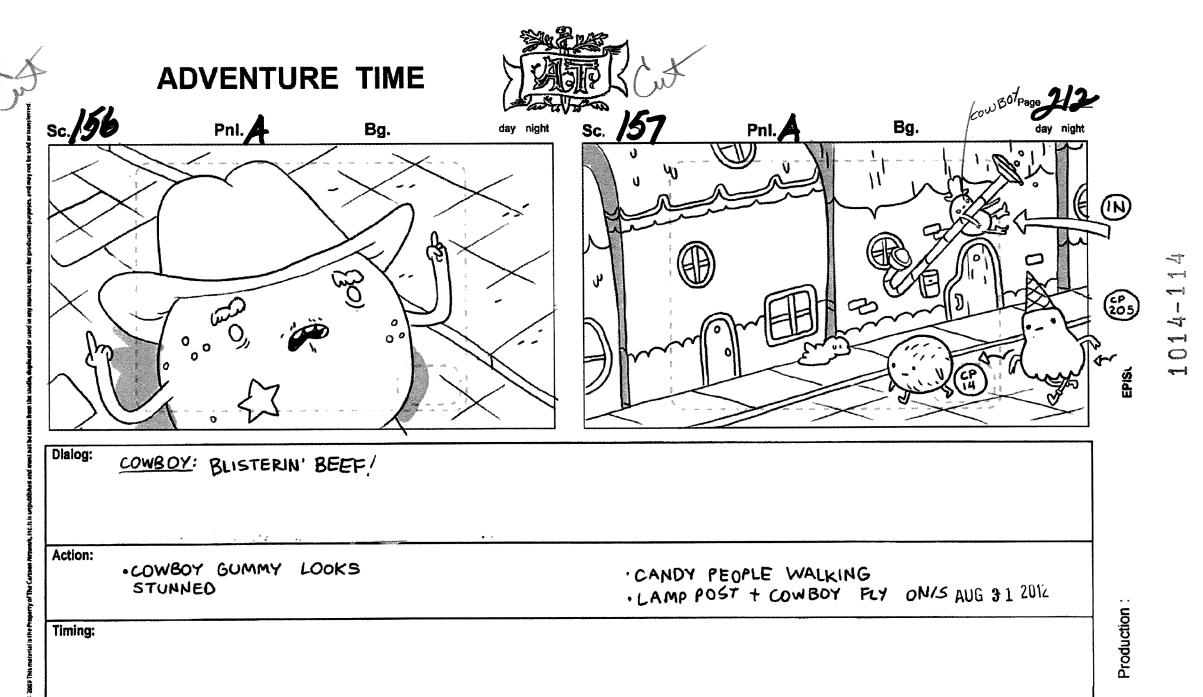
SALOON DOORS KEEP SWINGING

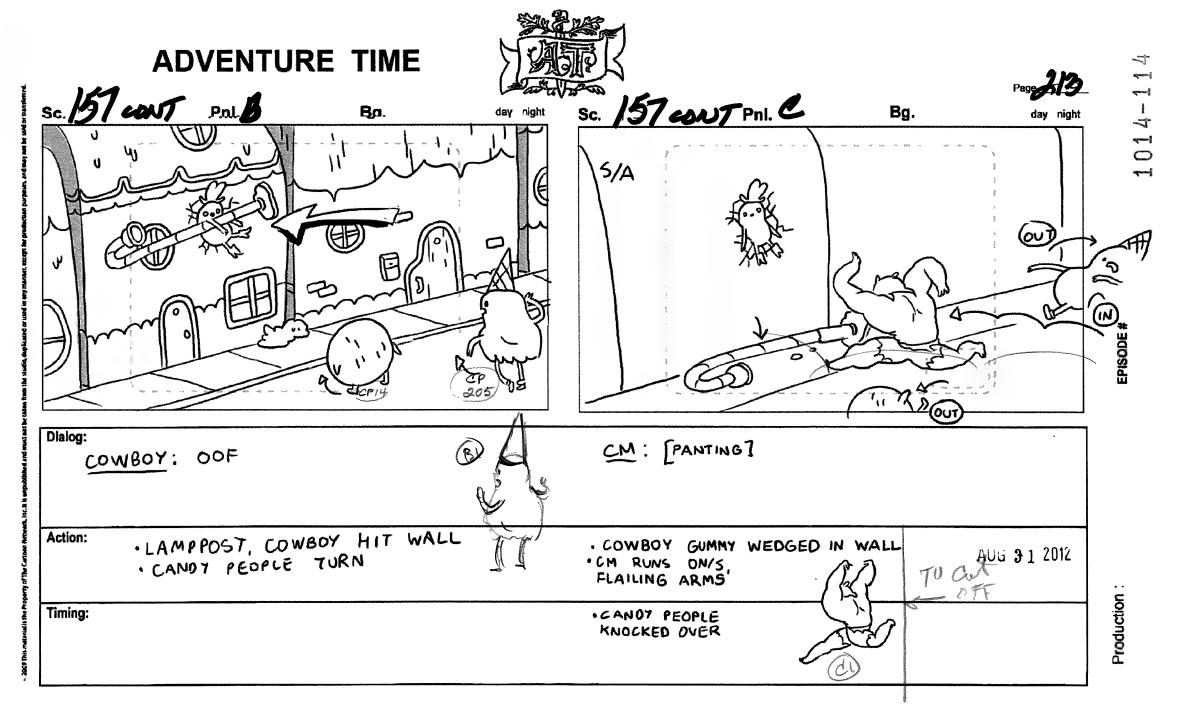
Production:

0



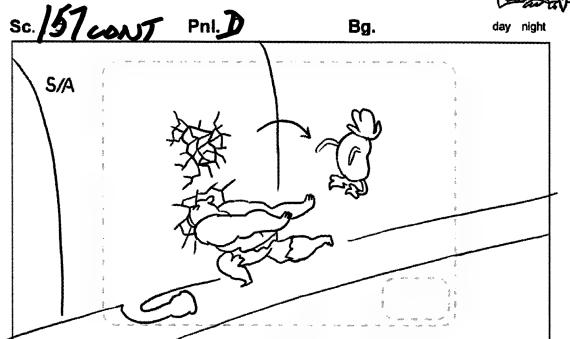


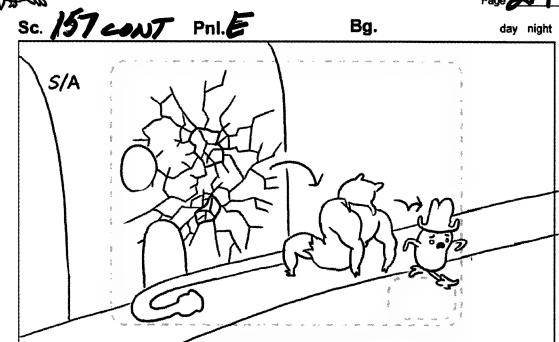


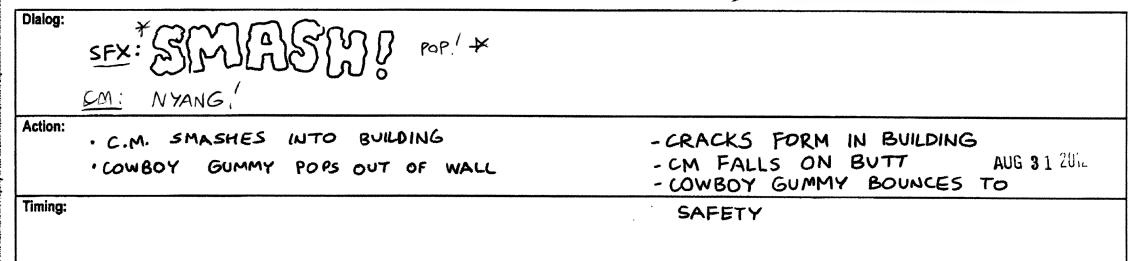






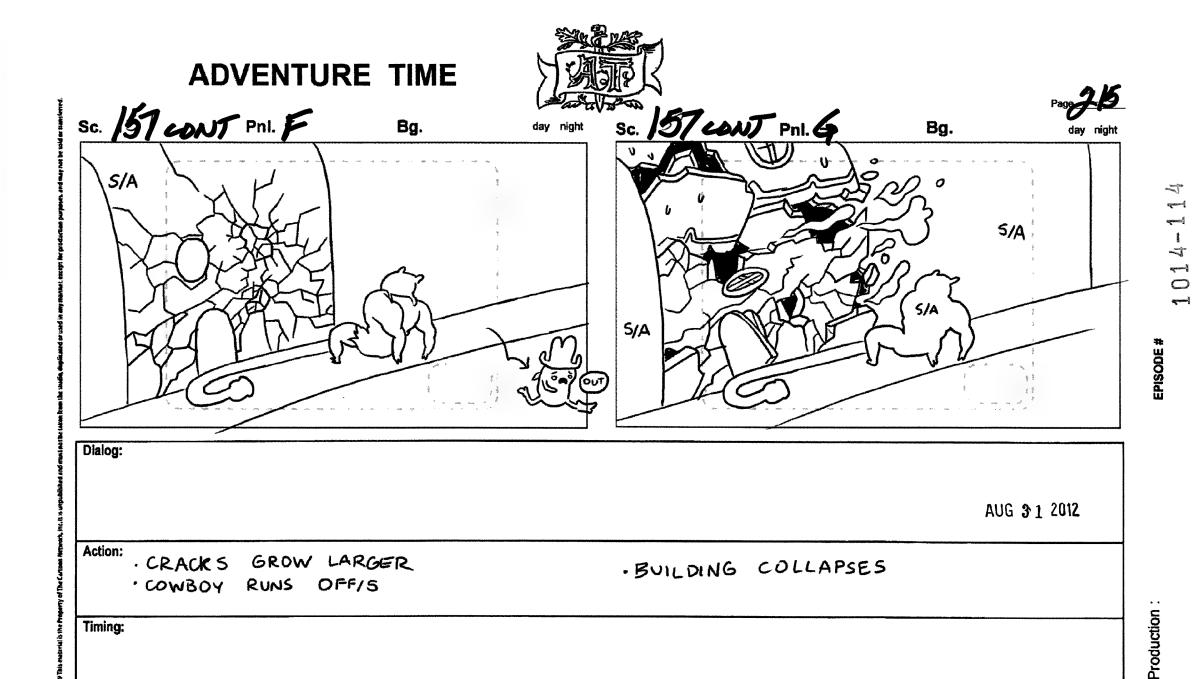




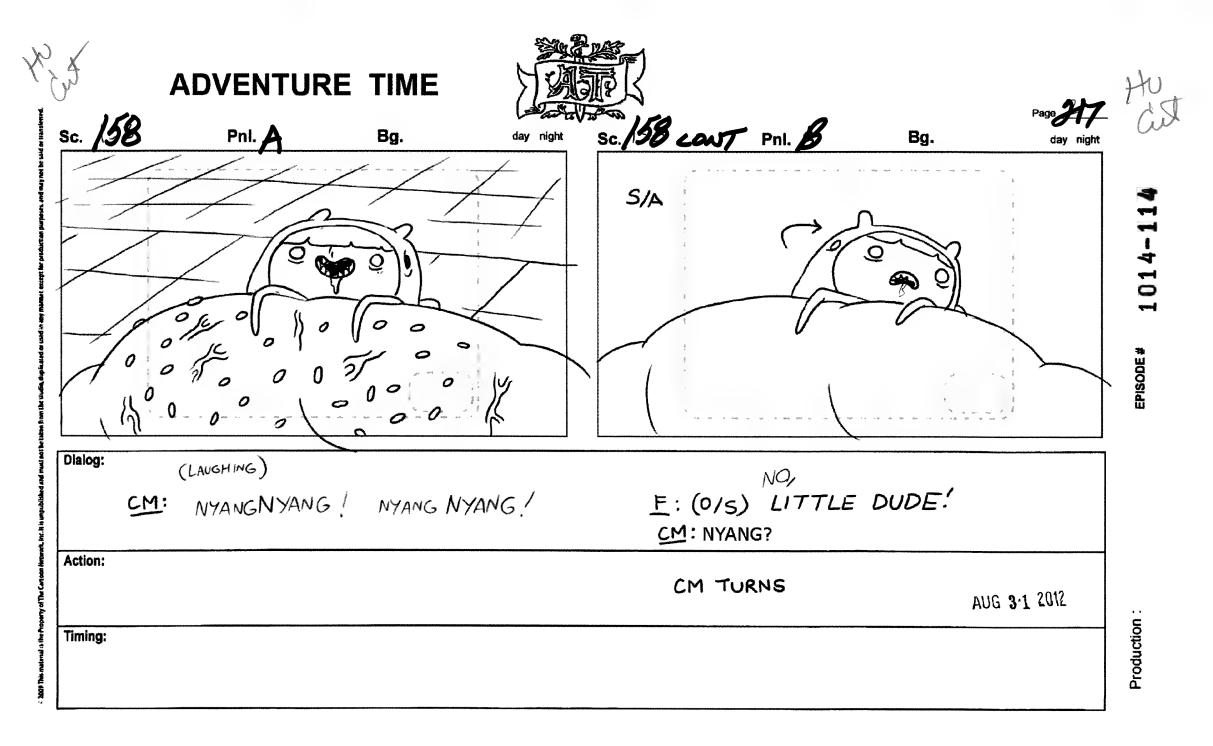


Production:

014



Sc. 161 cont Pni. H Bg. day night Sc. 161 cont Pni. I Bg. day night	/ **./*
S/A S/A	EPISODE # 1014-114
Dialog:	
Action: BUILDING COLLAPSES AUG 3-1 2012 Timing:	Production :



Ki

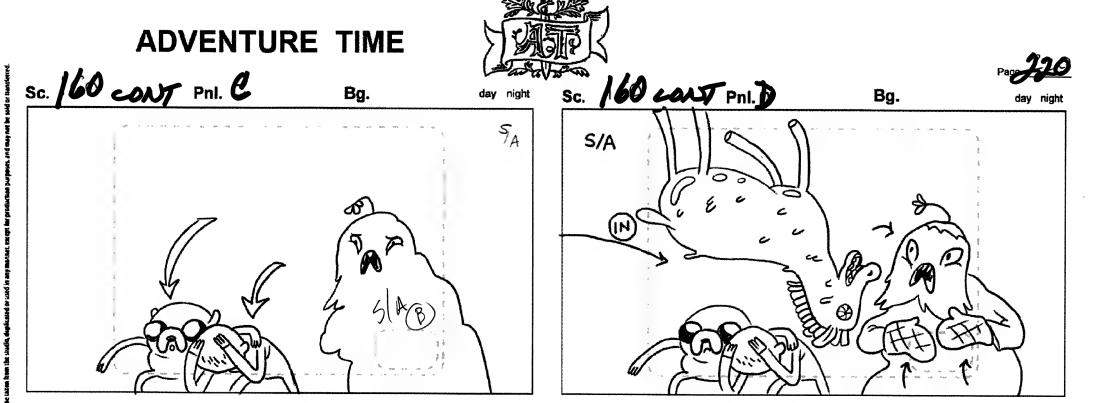
0

1014-114

EPISODE #

sc. /60	Pnl. 🛕	Bg.	day night	Sc. /60	couT _{Pnl.}	B	Bg.	Page C
		3533		5/A	·	00 A 12 Au 20	75% (** (\$* 250 ust ** 400 s	- 400 5 6 8 8 8 8
							(On D)	ate age on
				5 6 4 7				The transfer of the transfer o
Dialog:	LD: (OIS) NYANG	. /		SFX:(0/5)	[NEIGH			三]
Action:				F, J, D	IRT WIZAR	D LOOKI	NG CONC	ERNEO
							JA	JG 3 ·1 201

1014/114



Dialog:
GUMMY HORSE (O/S): [WHINING NOISE]
DIRT WIZARD: AAH - HORSEY!

Action:

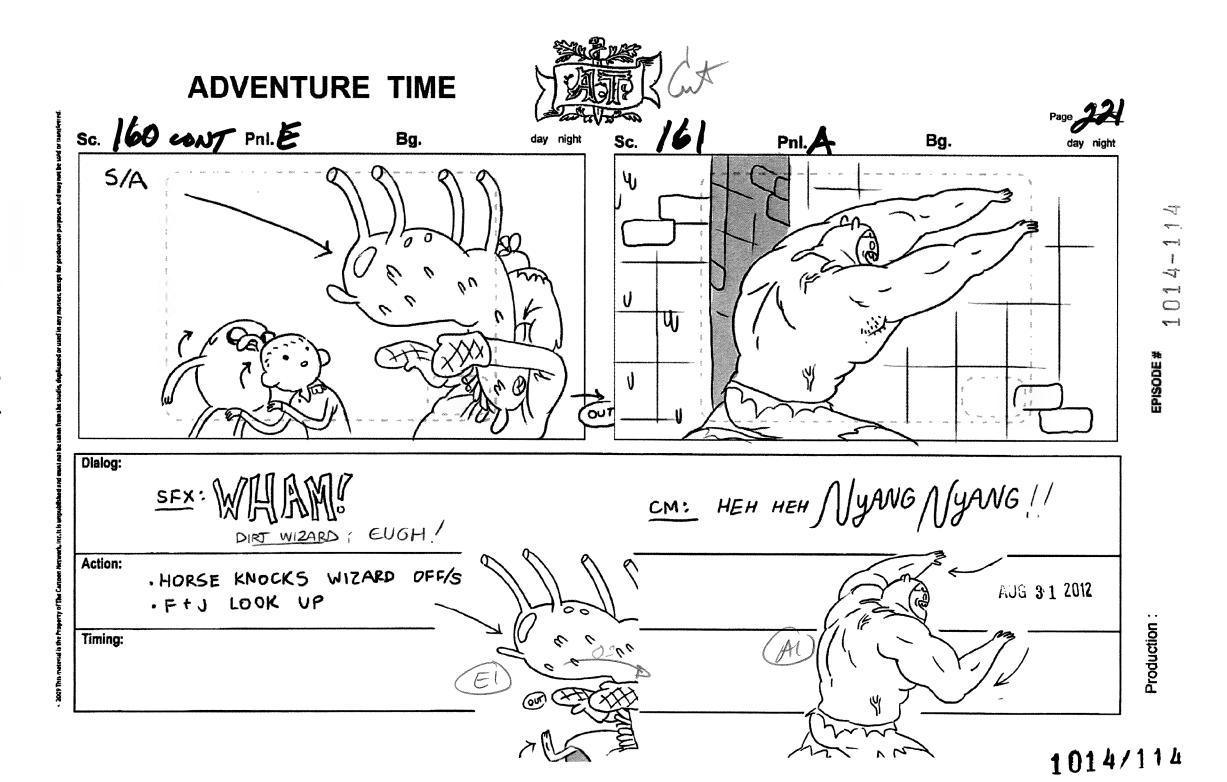
F+J DUCK

. GUMMY HORSE FLIES ON/S

DIRT WIZARD FLINCHES

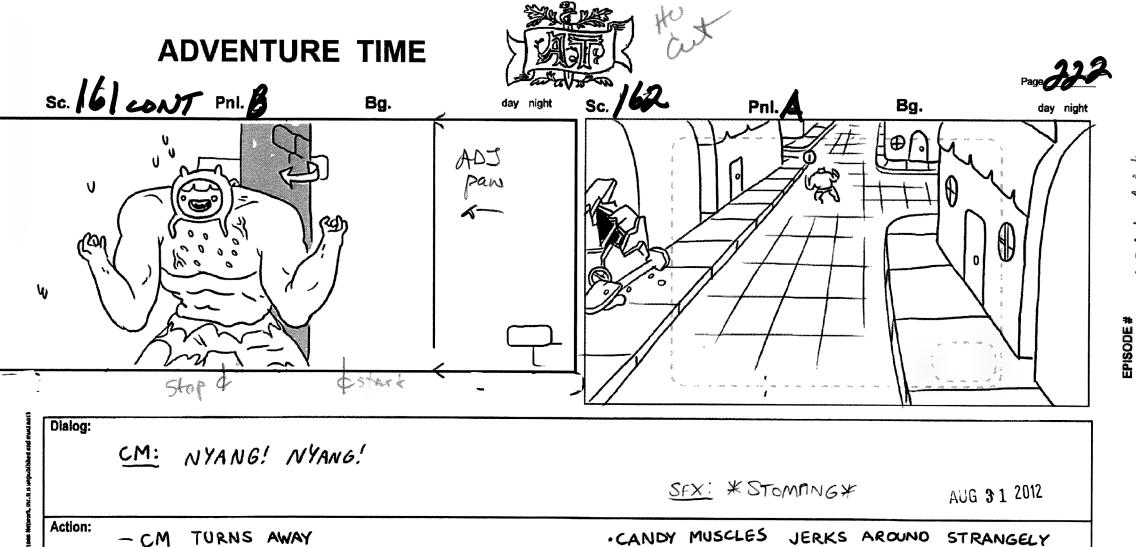
AUG 3:1 2012

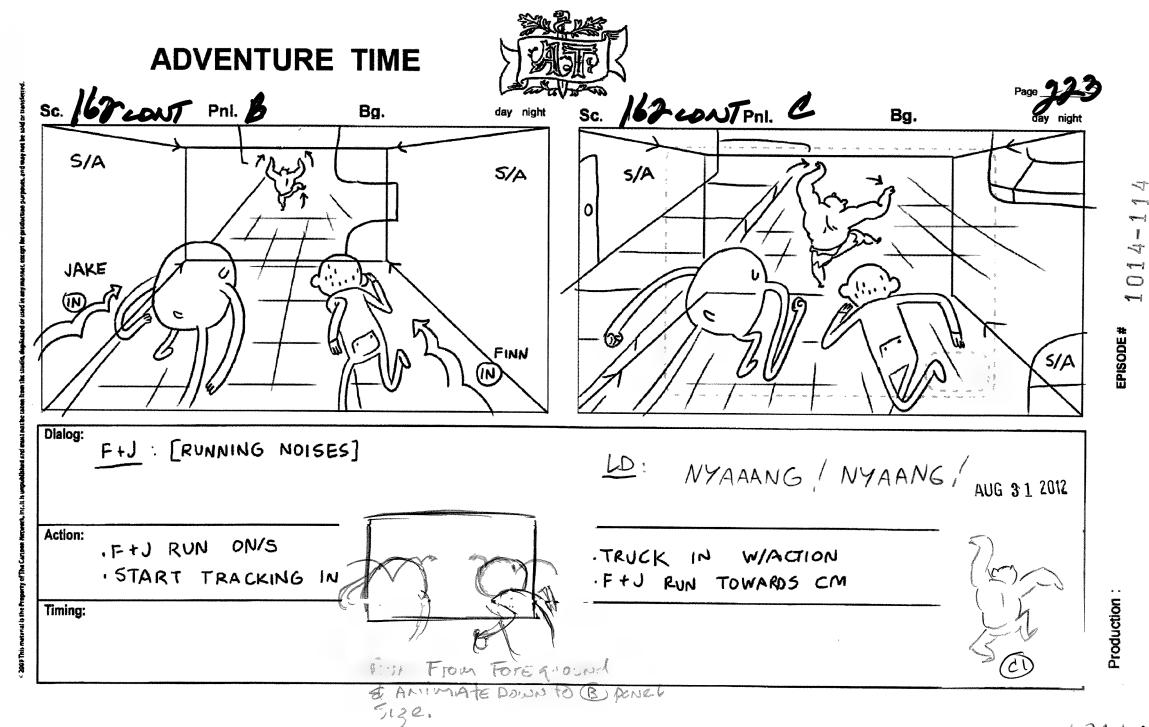
Timing:



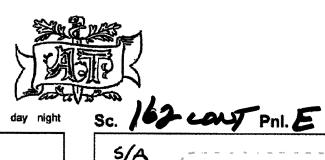
ADJ. W/ACTION

Timing:

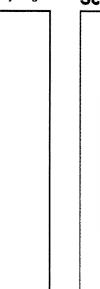




ADVENTURE TIME Sc. 162 CONT Pol. D Bg.









Bg.

Dialog:

[LEAPING]

NYANG?

F: LIL' DUDE!

CM: NYANG!

Action:

LEAP TOWARDS CM

-TRUCK IN ENDS

GLOM ONTO CM

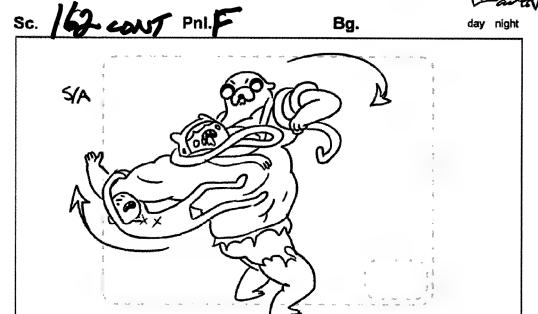
AUG 31 2012

· CM STRUGGLES

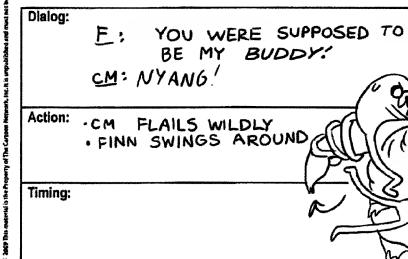
Timing:







Sc. 162-cont Pol. G Bg. S/A

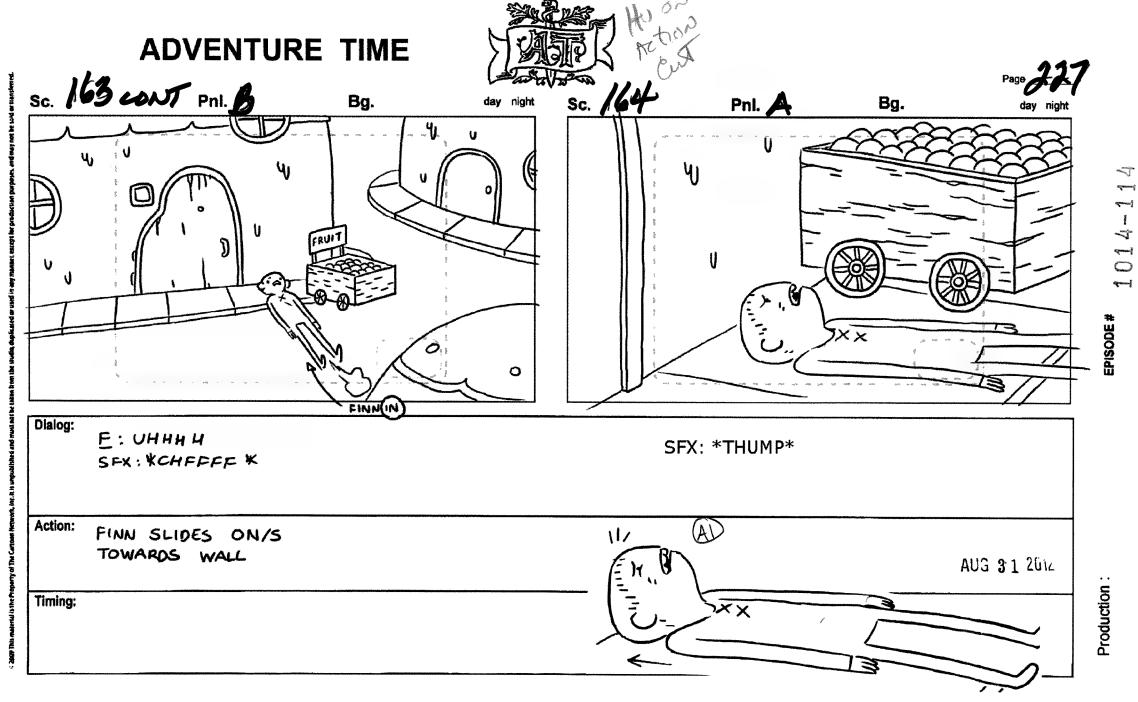


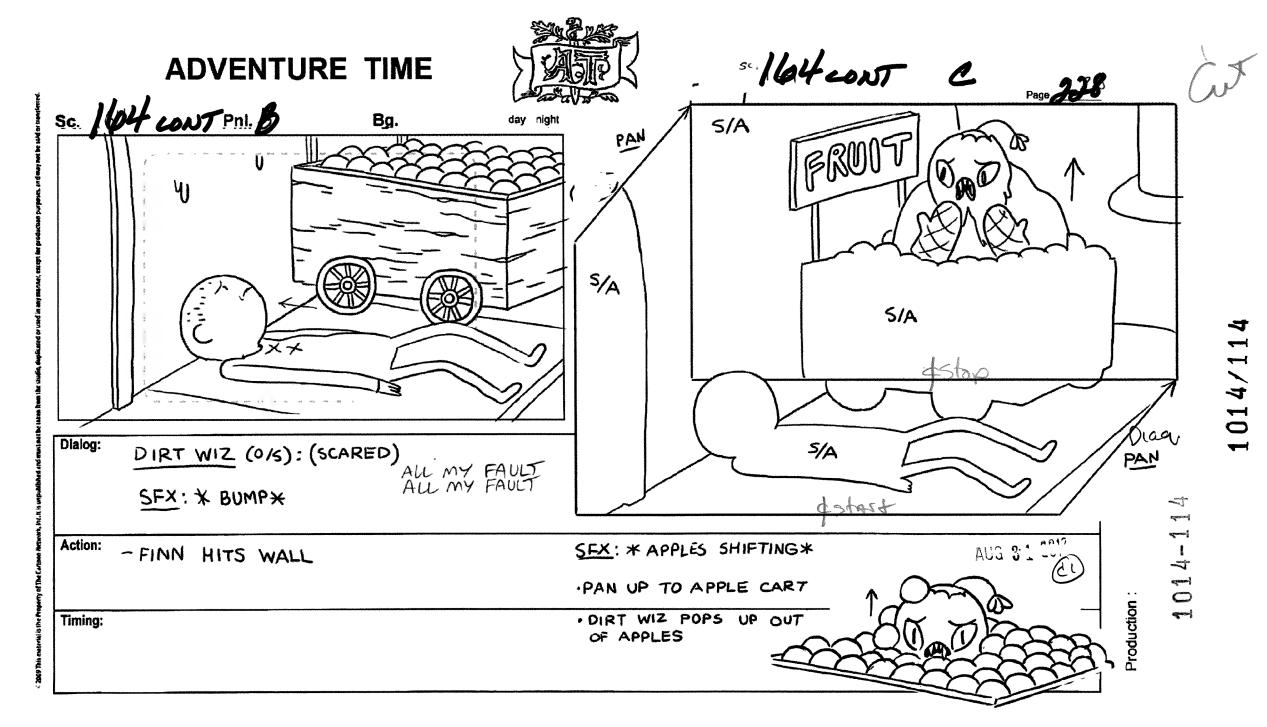
F: [IMPACT GRUNT]

CM PUNCHES FINN IN THE FACE

AJG 31 2012

ADVENTURE TIME	TABLE COP	Page 226
Sc. 162 CONT Pril. H Bg.	day night Sc. 163 Pnl. A	g, day night
S/A 60T 60T 60T 60T 60T 60T 60T 60		EPISODE # 1014-114
Action: FINN FLIES OFF/S CM ARM RECOILS Timing:		3 1 2012





sc. 165

Dialog:

Action:

Timing:

ADVENTURE TIME

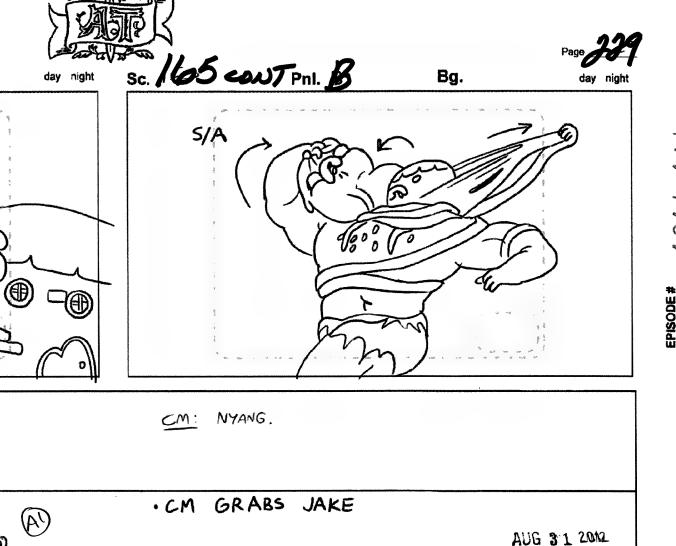
Bg.

Pnl.

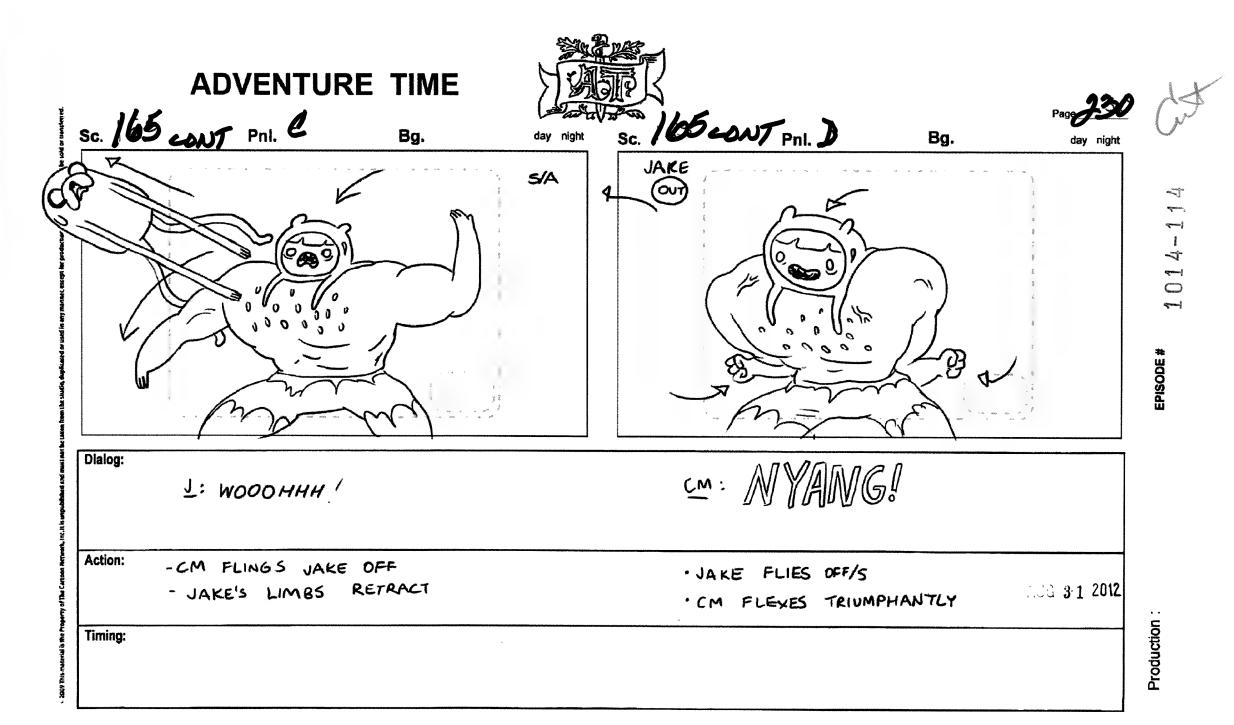
JAKE [STRUGGLING]

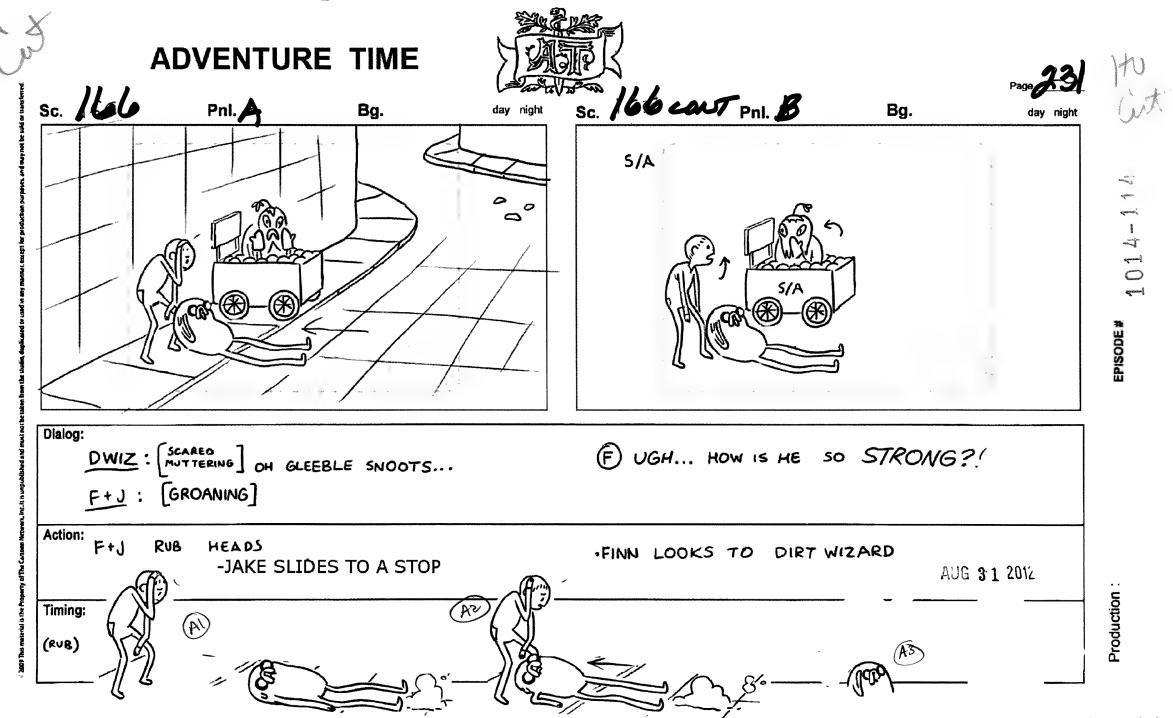
JAKE TUGS AT HAT

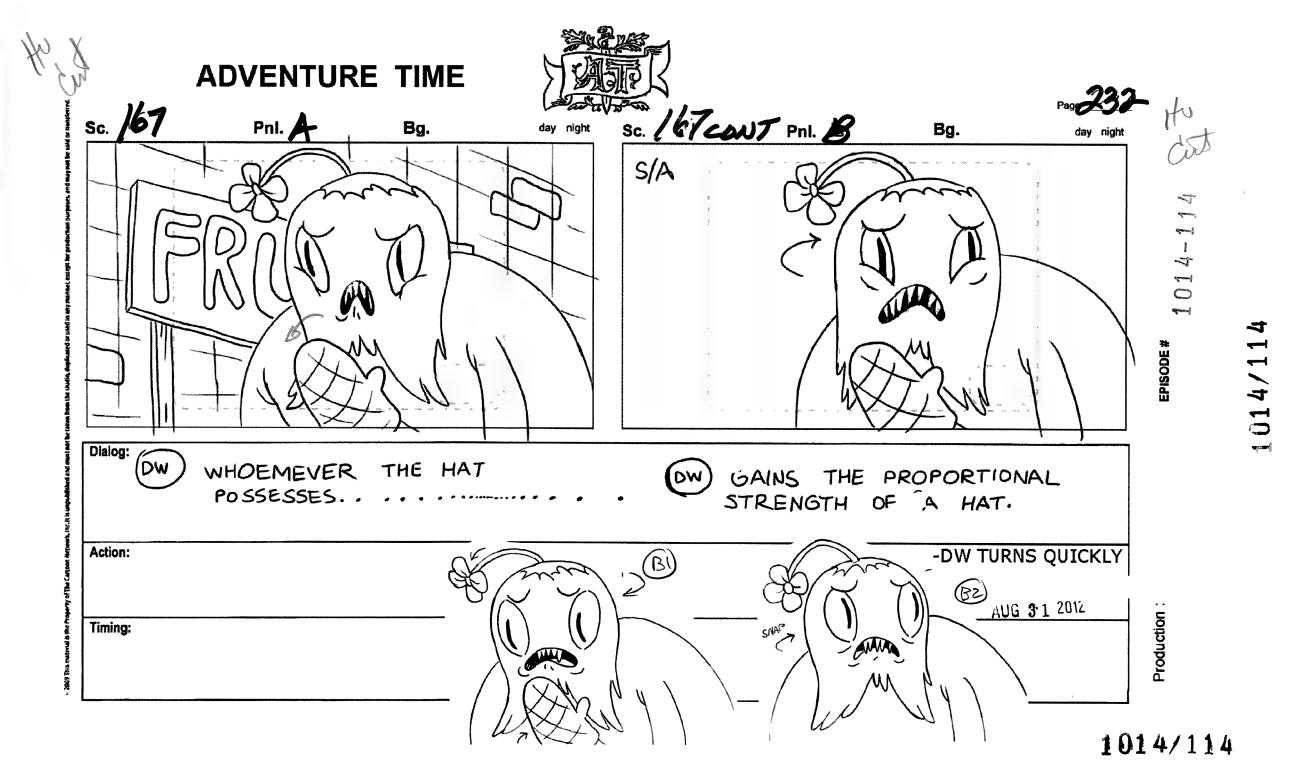
LD: [GROWLING]

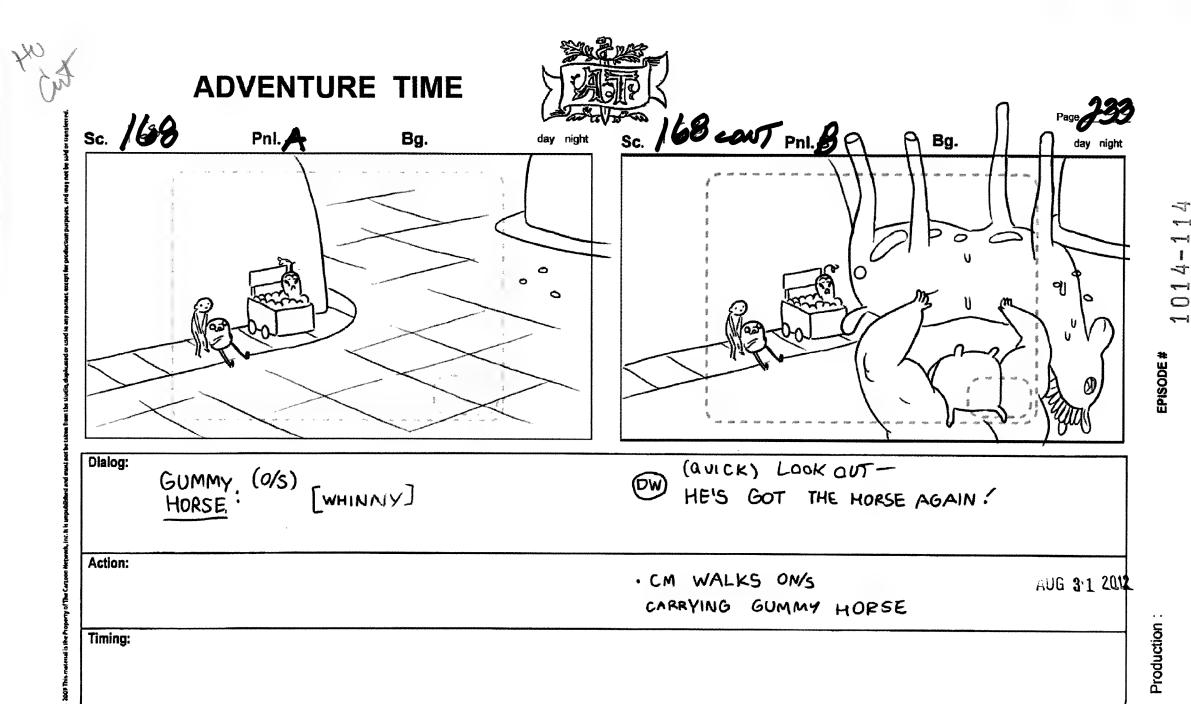


Production:







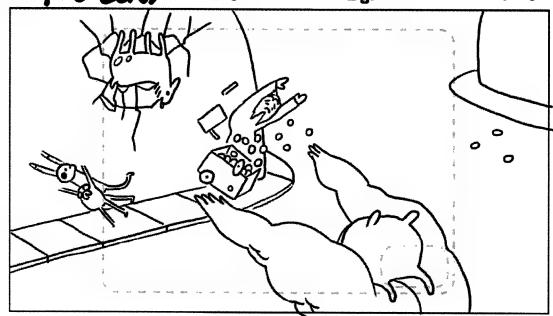




Sc. 168 cont Pol. C

Bg.

day night



Dialog:

SFX: *KRK*

im: NYANG!

Action: . CM MUSCLES THROWS

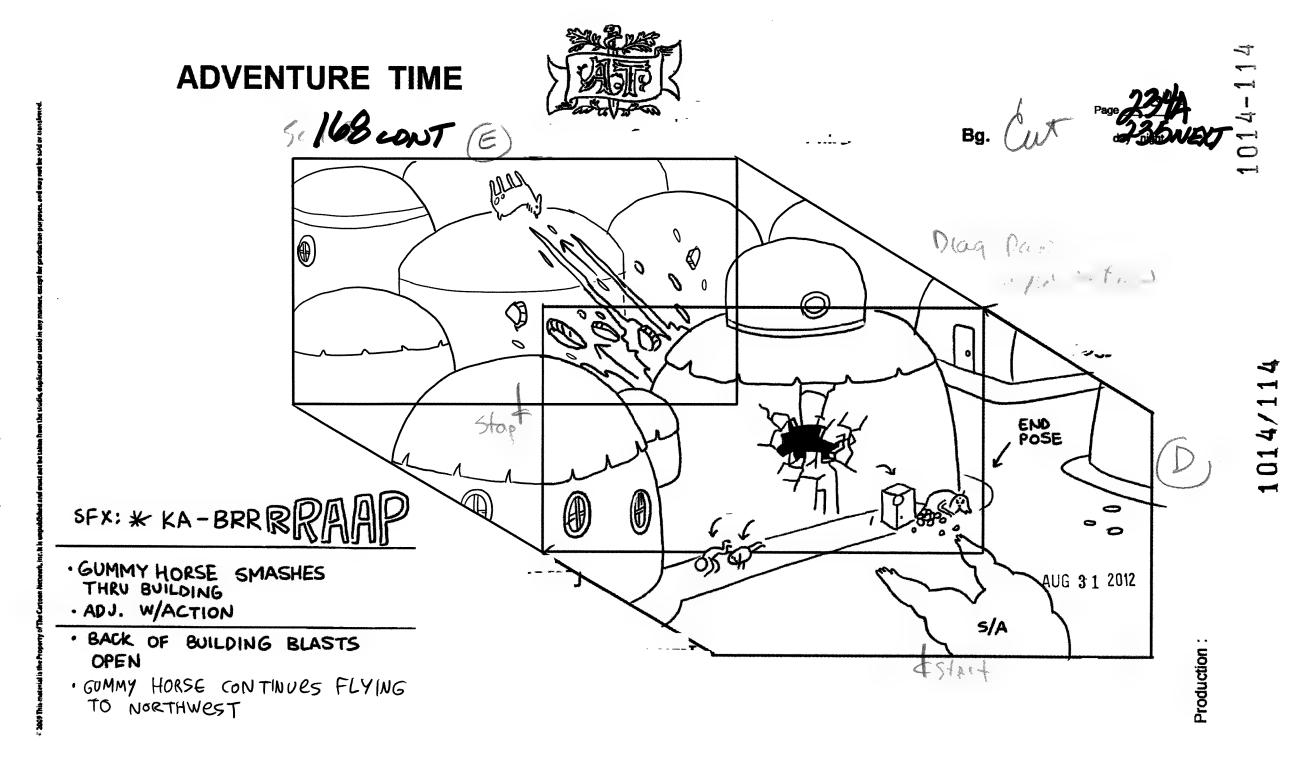
GUMMY HORSE AT F, J + DW

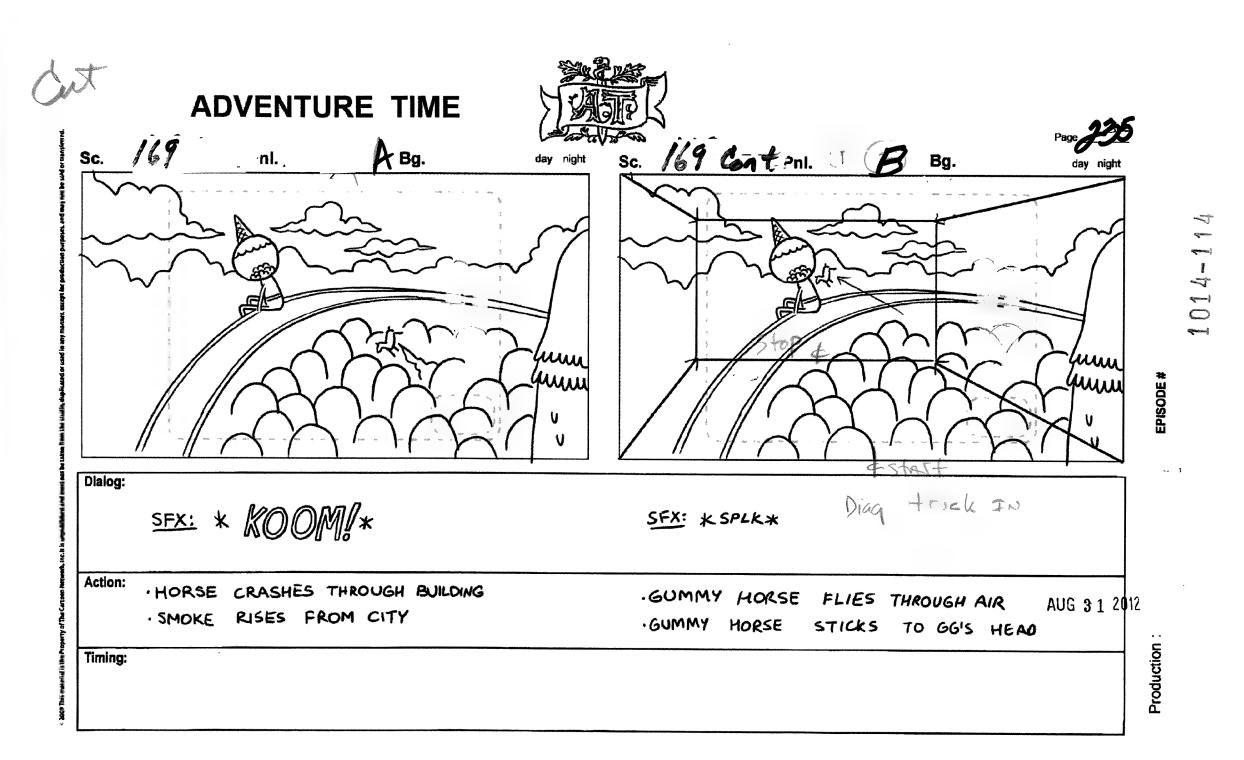
. F, J, DW DIVE OUT OF THE WAY

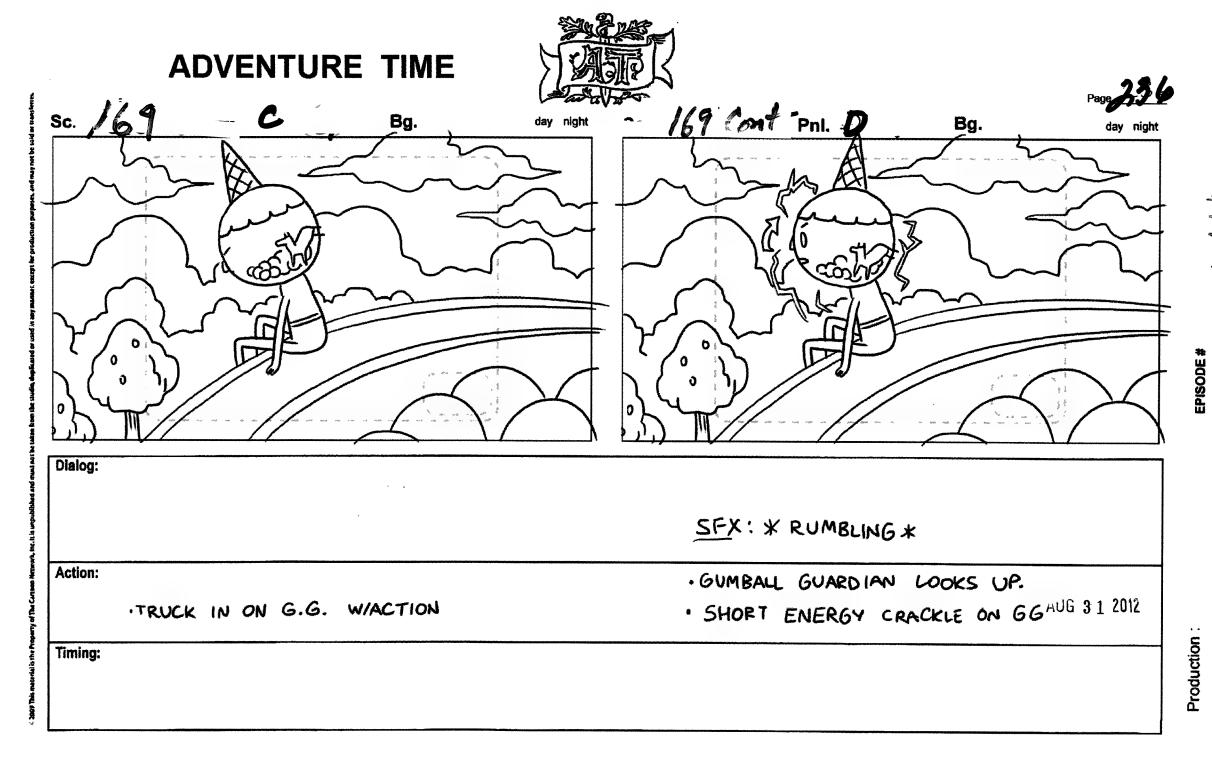
Timing: • FRUIT CART SPILLS OVER

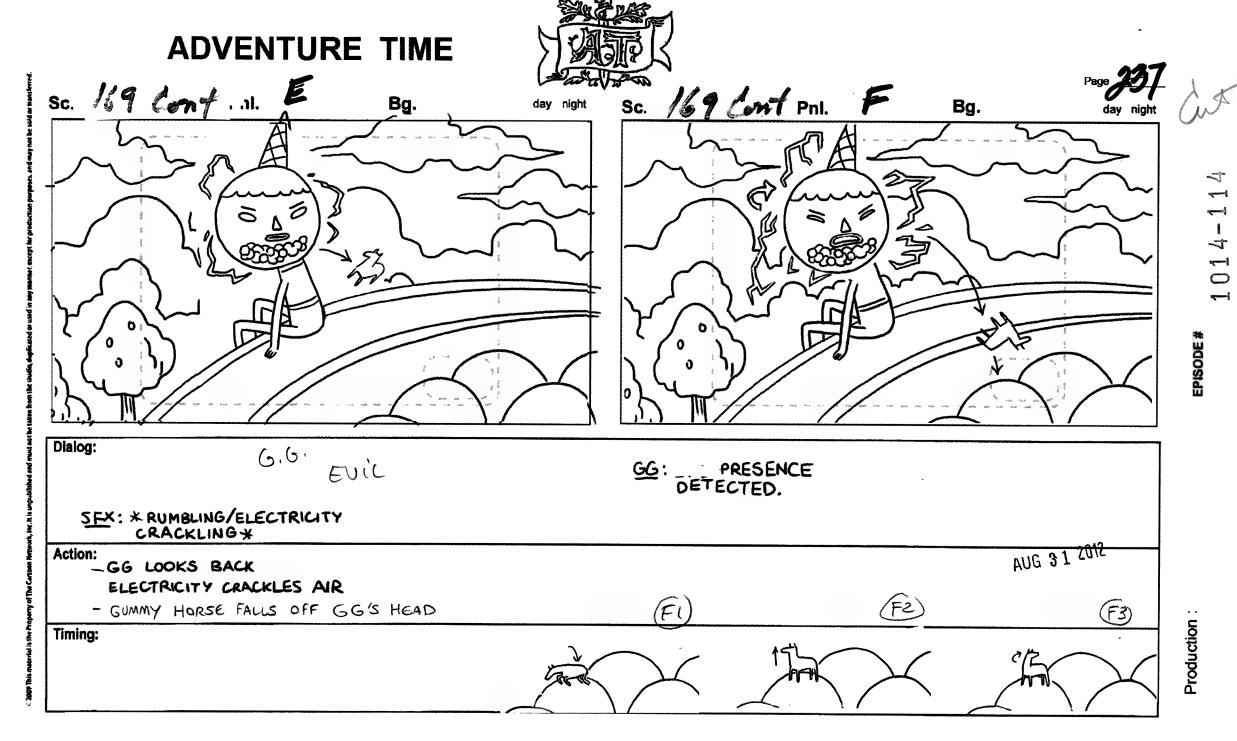
AUG 31 2012

11/4/11









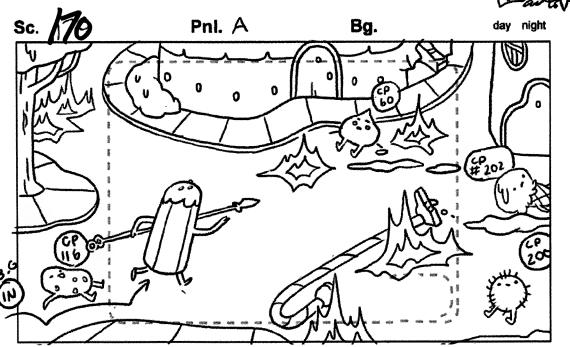
 \bigcirc



ADVENTURE TIME







Sc. MesonT Pol. B Bg. TRASH S/A CAN (IN)

Dialog:

* FAST FOOTSTEPS *

BG: WEE-00-WEE-00

BG: UGH!

SFX: * CLANGG! *

Action:

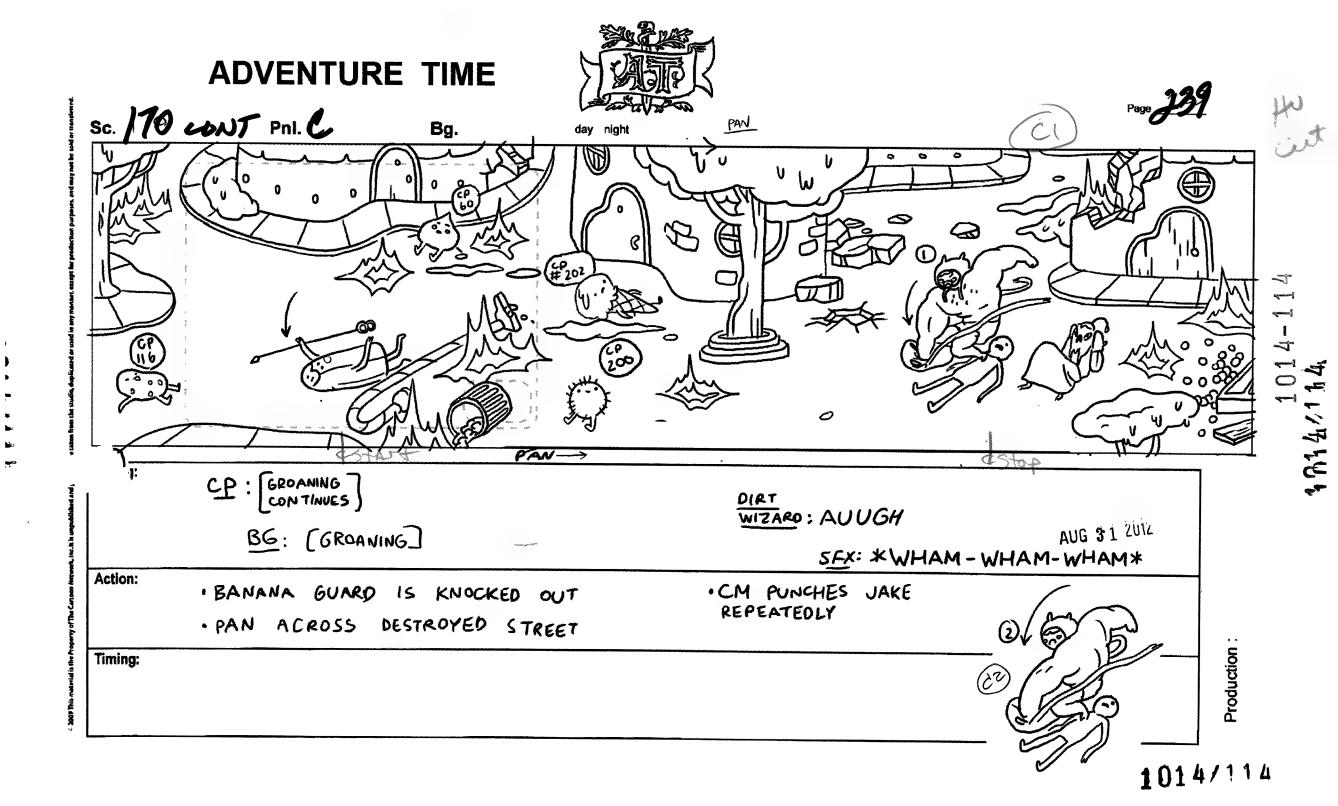
SMALL FIRES BURN ON STREET

· BANANA GUAROS RUN IN

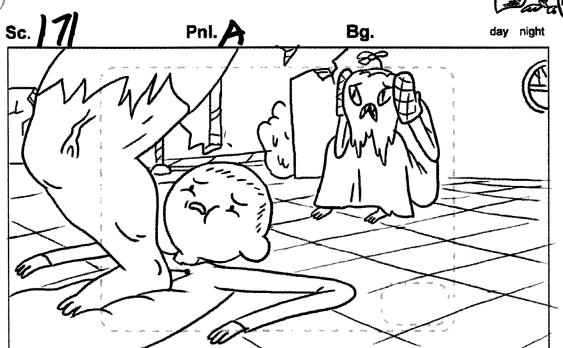
.TRASH CAN FLIES ON/S AND BANANA GUARD HITS

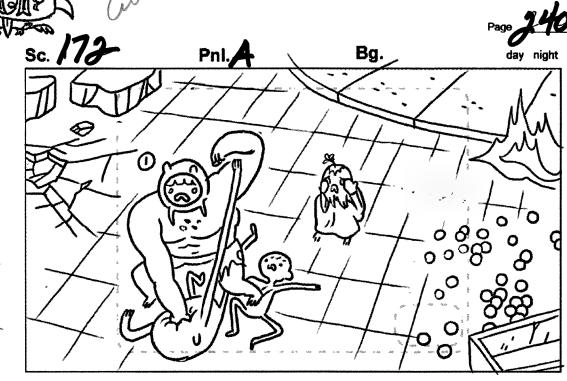
AUG 3 1 2012

Timing:









Dialog:

SORRY, FELLAS - I DON'T THRIVE

IN CONFLICT SITUATIONS.

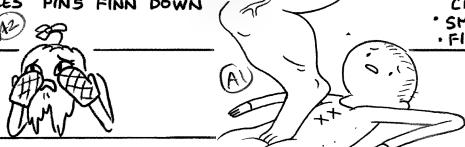
SFX: [PUNCHING CONTINUES] F: 09F.

CM/ : [FIGHTING WALLA]

SFX: *(0/s) BOOM ... BOOM ... *

Action:

DIRT WIZARD SQUATS IN FETAL POSITION CANDY MUSCLES PINS FINN DOWN



· CM STRUGGLES W/JAKE; JAKE CLAWS CM'S FACE SMALL FIRES CONTINUE BURNING

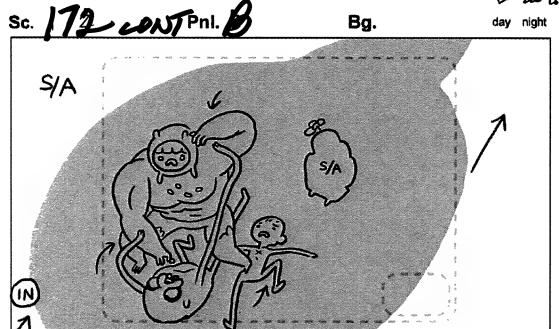
. FINN KICKS WILDLY

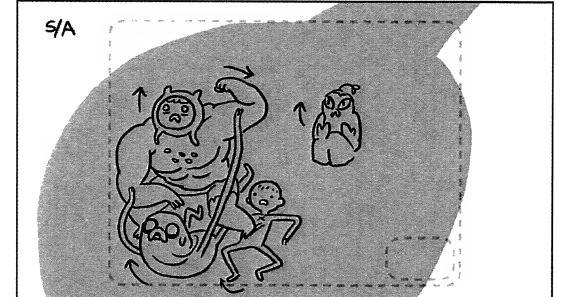


1014/114

AUG 3 1 2012







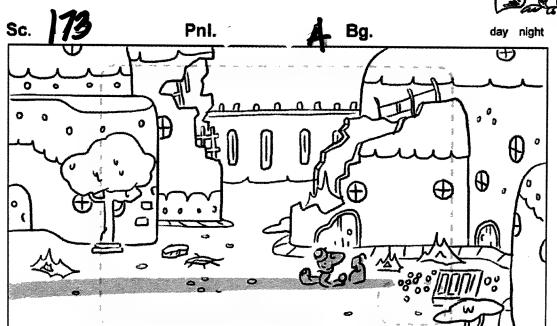
Bg.

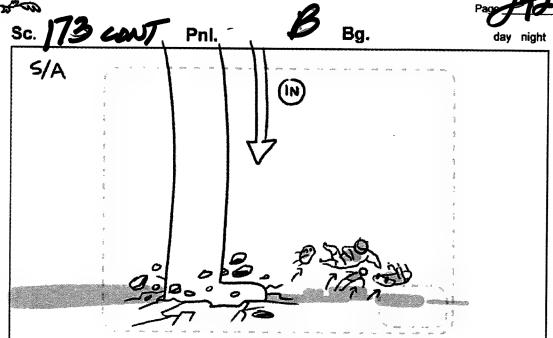
Dialog: DX Shad MOVES JA SFX: * LOUD BOOM * Action: · SHADOW FALLS ACROSS AUG 3.1 2012 -F, J, CM + DW LOOK UP. CM, F, J + DW Timing:

Kuy Ku

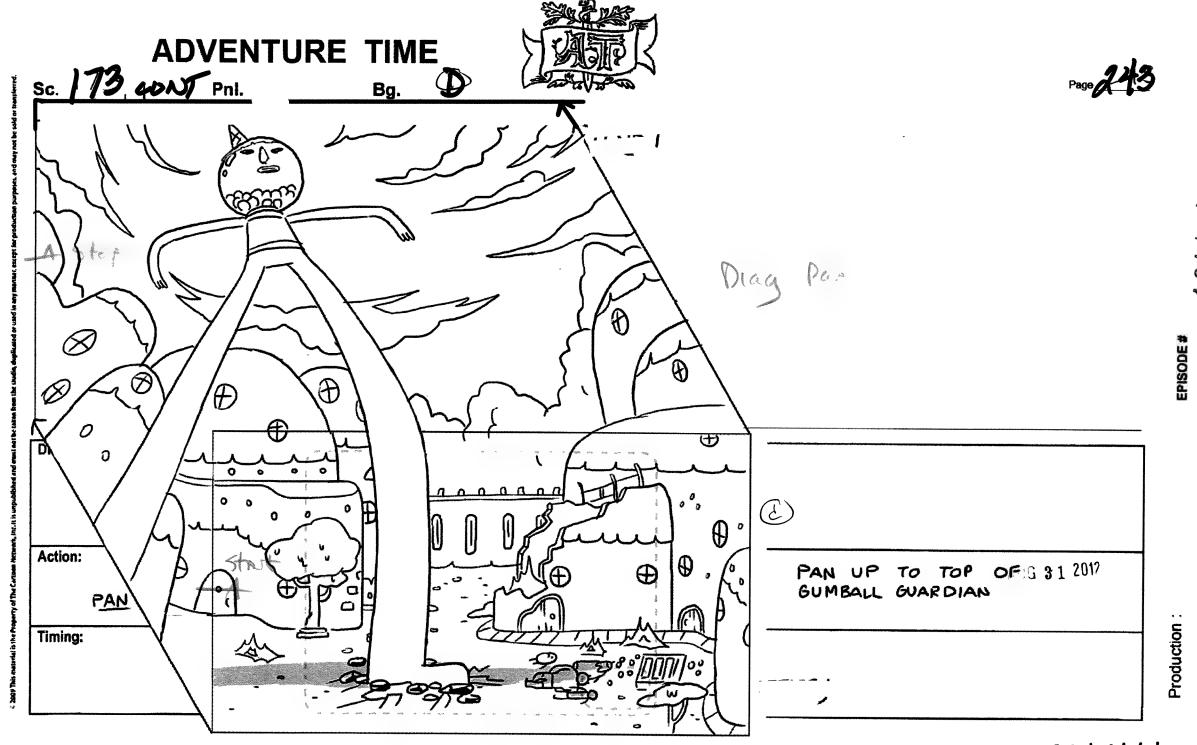
ADVENTURE TIME







Dialog:		
	SFX: * BOOM *	
Action:	- GUMBALL GUARDIAN'S FOOT PLUMMETS ON/S AND SMASHES DOWN NEXT TO THEM -F.J.CM + DW LIFT INTO AIR	
Timing:	-STREET CRACKS	



1014

ADVENTURE TIME Sc. 173 CONT Pol E Bg. Pnl. A Bg. ,**0**, 0 Dialog: CM: NYANG? AUG 31 2012 Action: ·GG LOOKS DOWN AT L.D. L.D. STARES IN AWE AND POINTS Timing:

014/114

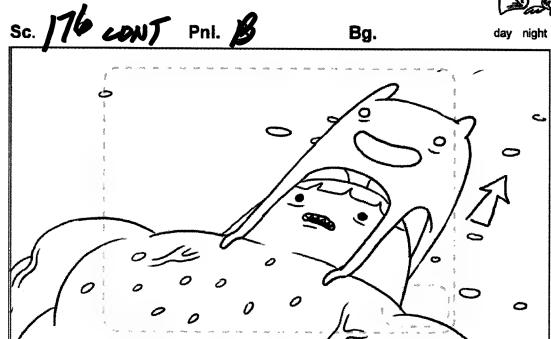
101/1/14

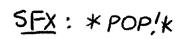
Production:

014-



EPISODE#

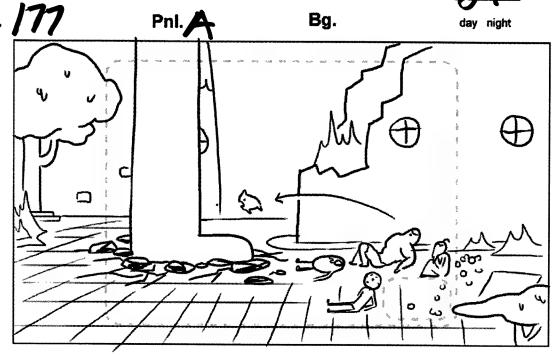




CM: UHH ...

·LITTLE DUDE RELEASES
FROM CANDY MUSCLES AND
DROOLS
·CM'S EYES GO BACK TO NORMAL





Dialog: LITTLE DUDE: NYANG!

AUG 3-1 2012

Action:

Timing:

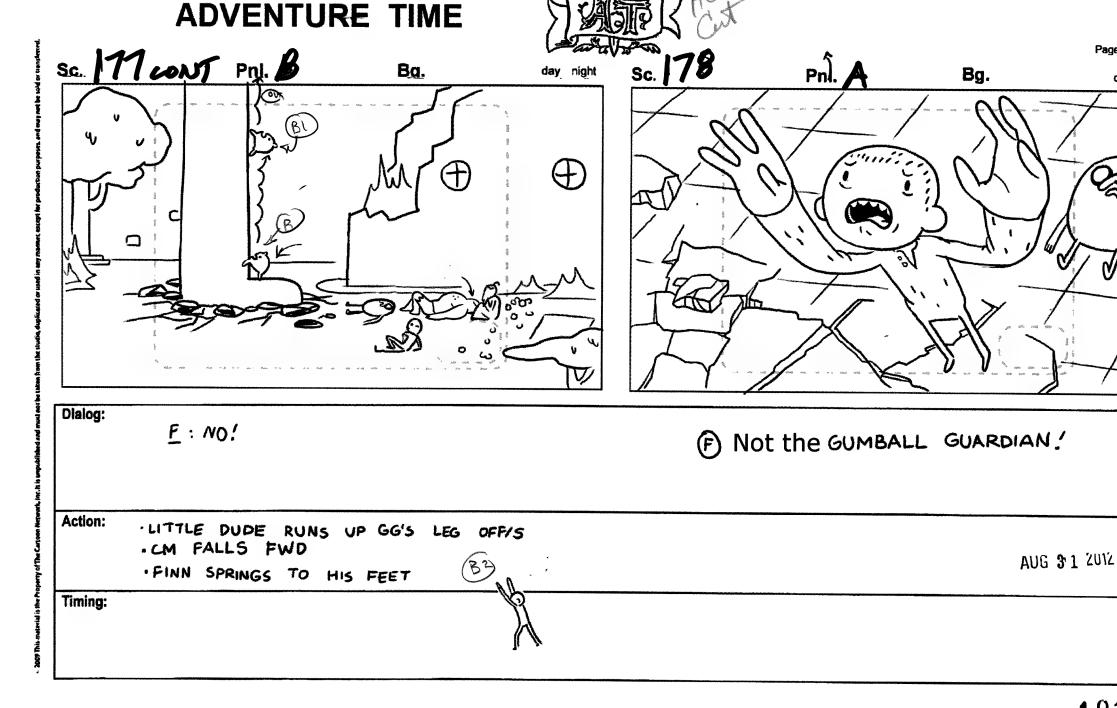
· LITTLE DUDE LEAPS

OFF CM



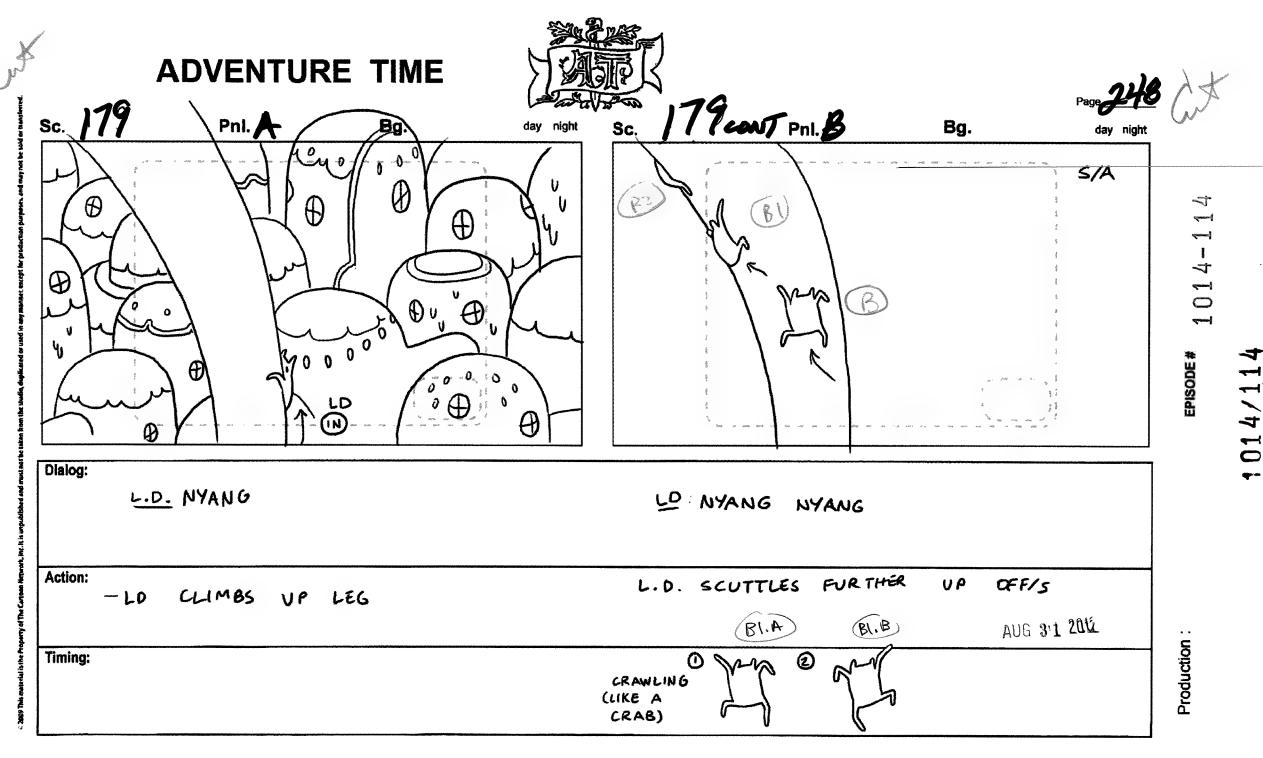
1014/114

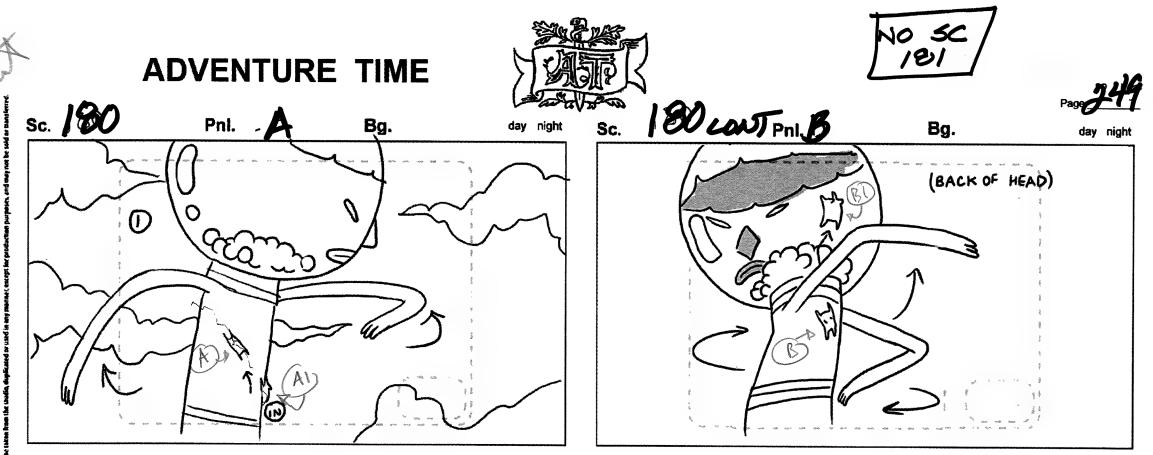
014/114-1

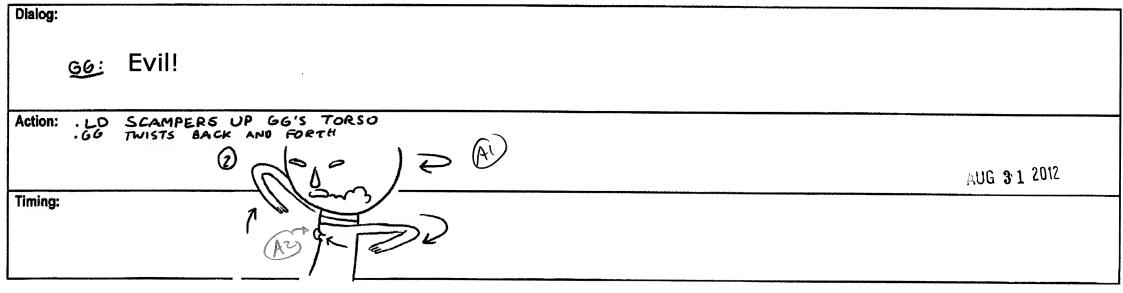


1014-1

1/7/0







Production:

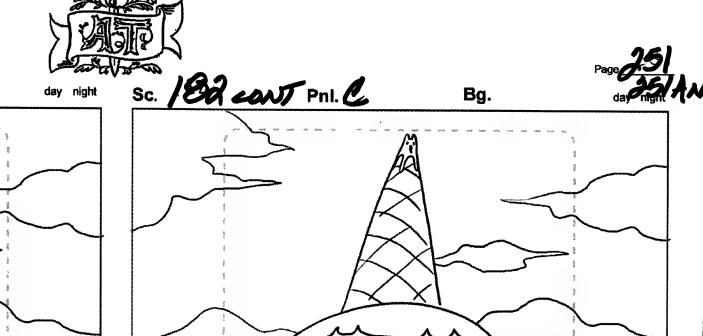
1014.

1014/114

ADVENTURE TIME

Bg.







0

1014/114

Dialog:

SFX: * THMP *

LD: nyang...

Sc. 187 CONT Pol. B

SEX: * VNNNN *

Action:

· LO LANDS ON GG'S CONE

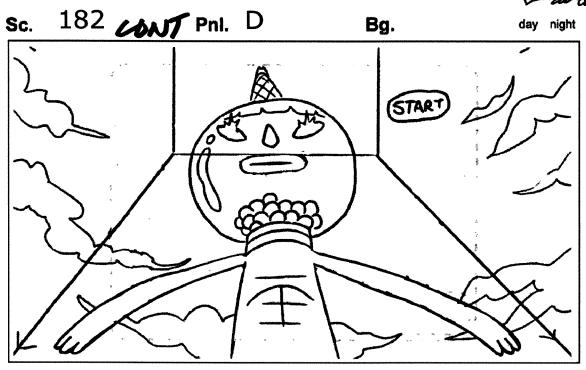
+ STRETCHES DOWNWARD

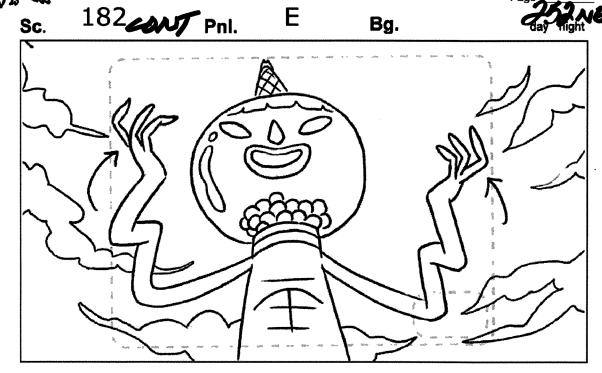
BU

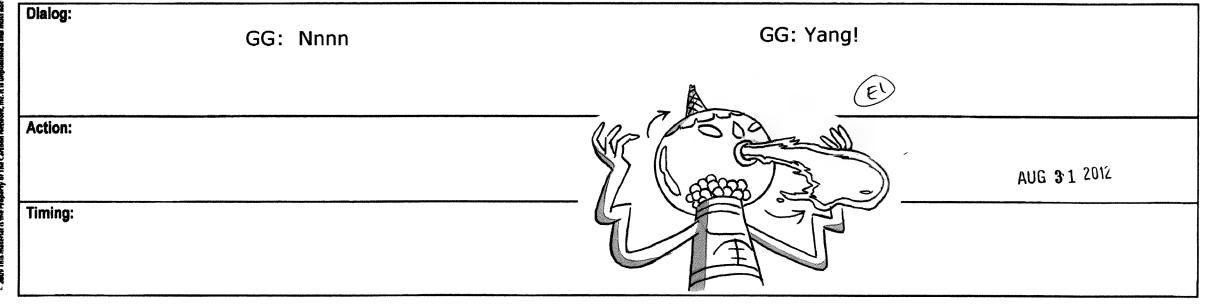
· GG'S EYES TURN COLORS

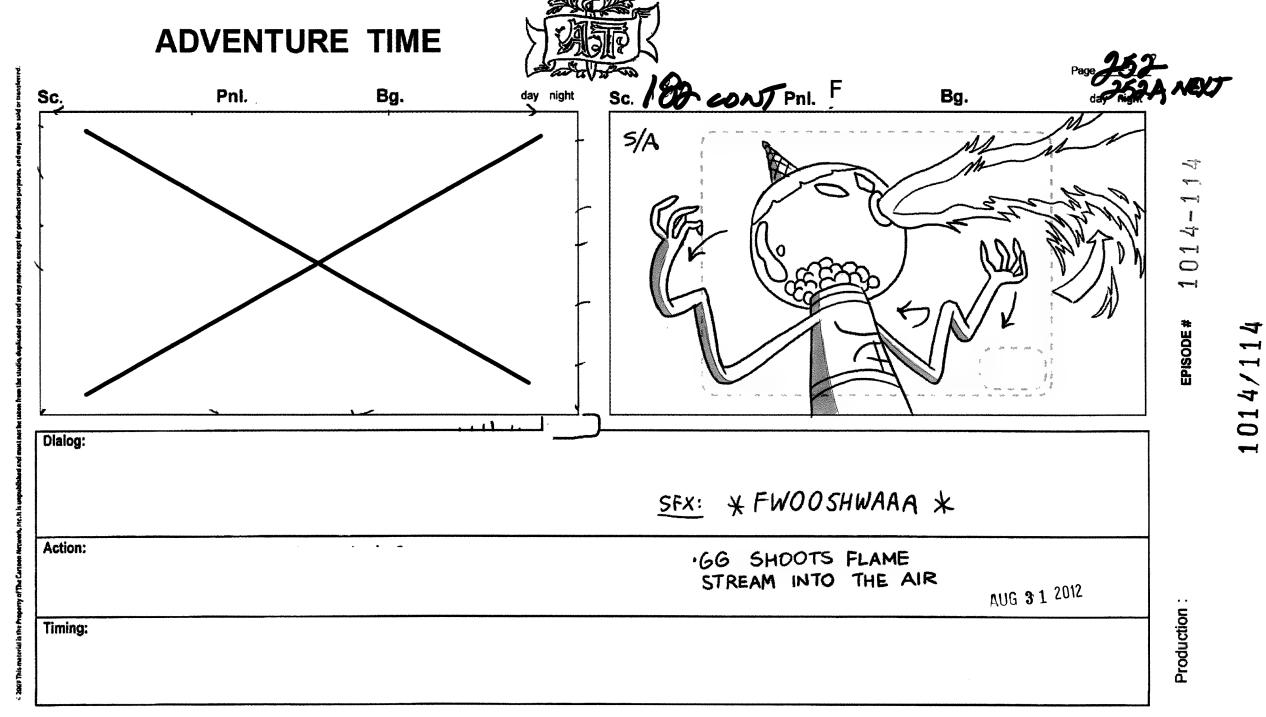
AUG 3:1 2012

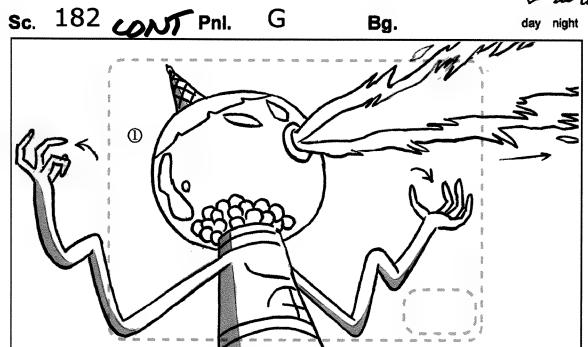
Timing:

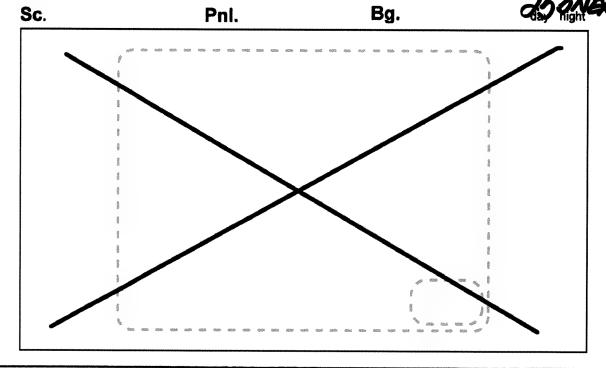










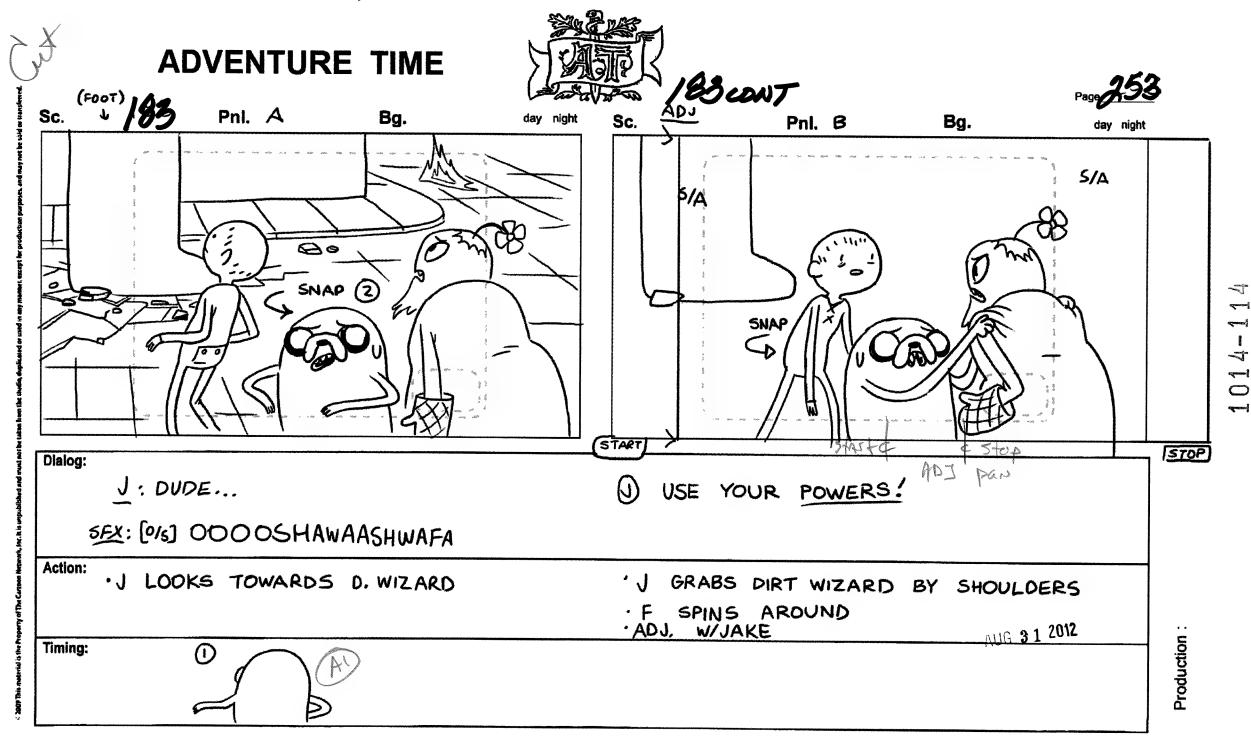


SFX: Fwoooshshshsh!

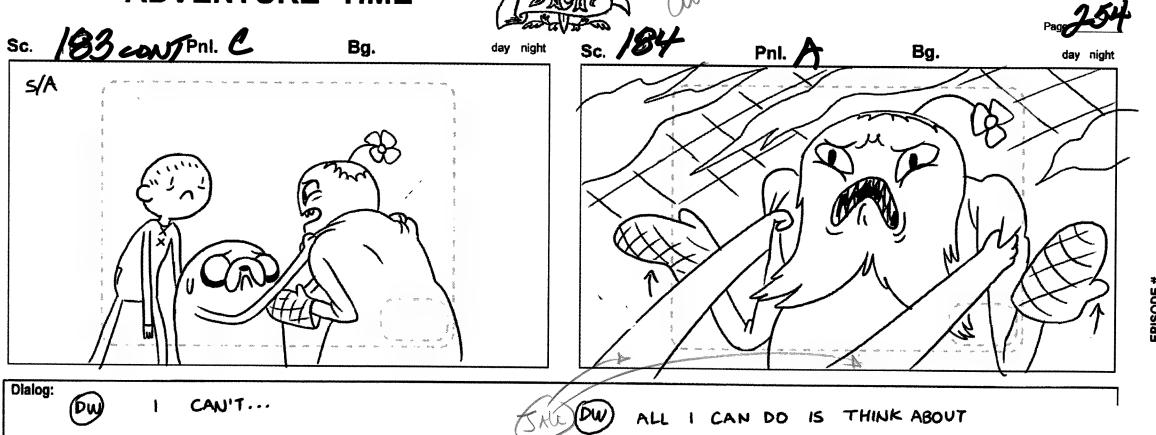
Action:

©
Timing:

AUG 31 2012







Action:

THROWS HIS · DIRT ARMS

AUG 3 1 2012

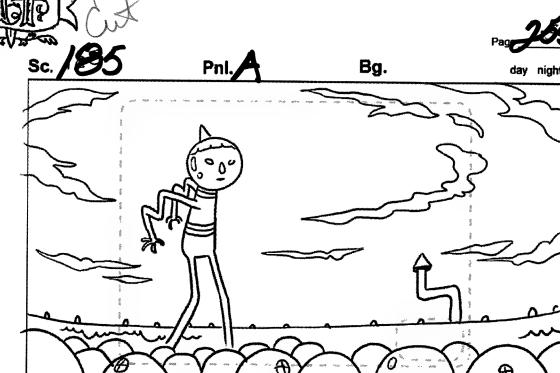
Timing:

-FINISH ACTION OF RAISING HANDS

Production:

0







Dialog:

bw · My Poppa, and how much I disappoint him!

Action:

- · DW THROWS HIS HEAD BACK + FORTH
 · DW SHAKES ARMS FRANTICALLY
 · DW SPITS AS HE SCREAMS
- . DW SPITS AS HE SCREAMS

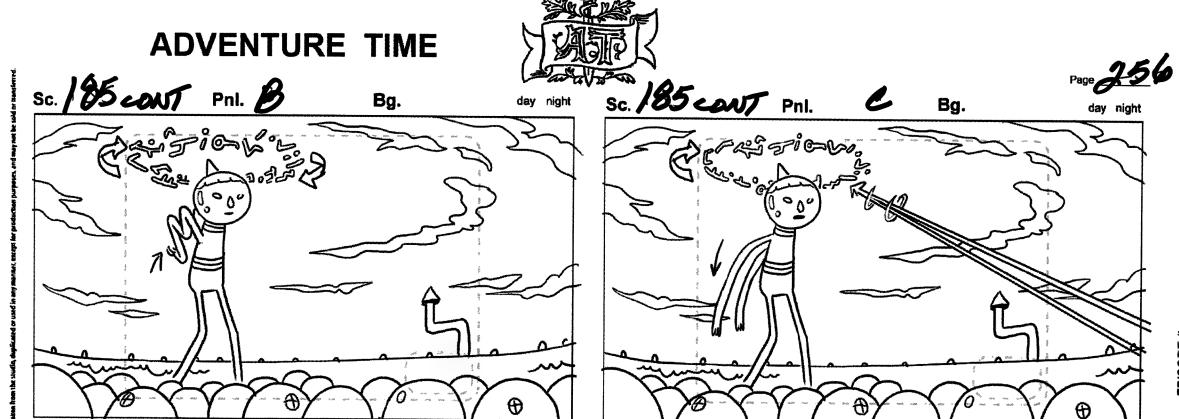
AUG 3 1 2012

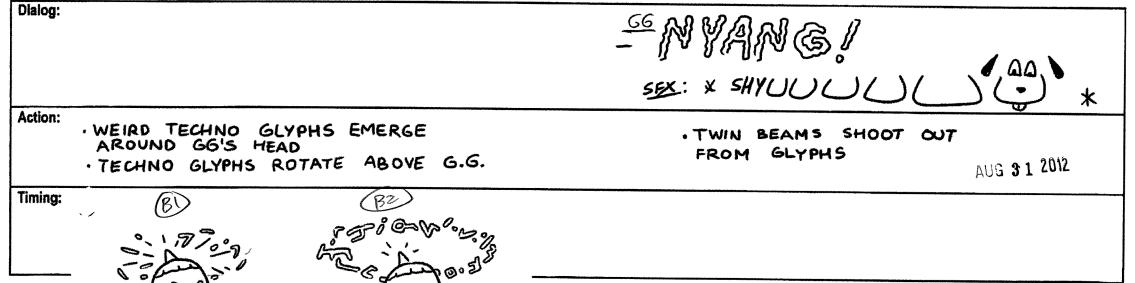
Timing:



Production:

1014-

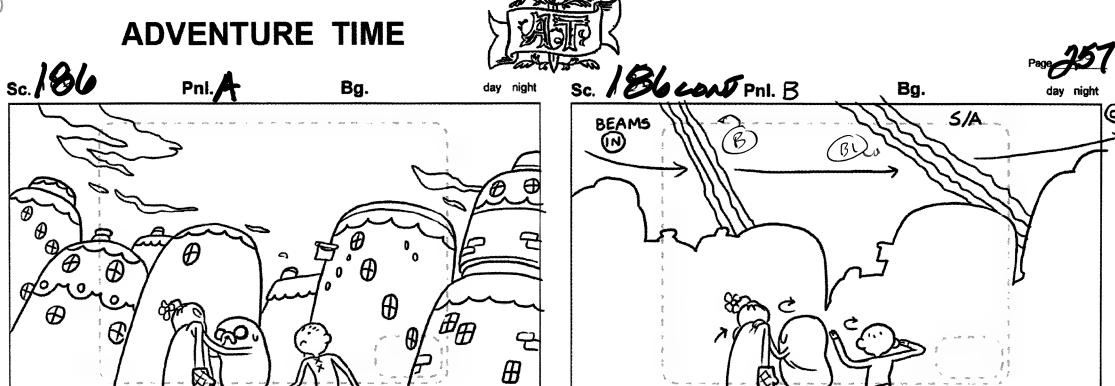




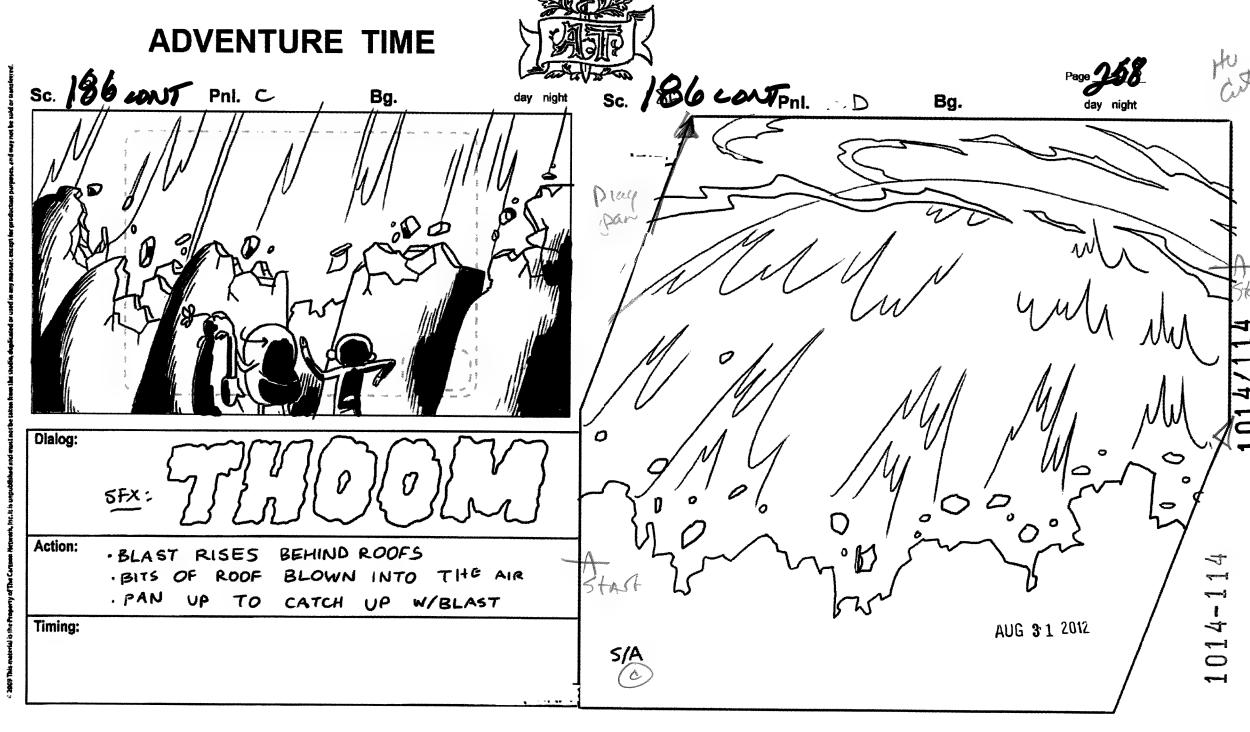
Production:

1014-114





Dialog: SEX: YUUUUU	SFX: [IGNITION SOUND]	
Action: . JAKE SHAKES DW BY THE LAPELS	·BEAMS SWEEP ACROSS ROOFLINE AND CONTINUE OFF/S	
	• F, J + DW TURN AUG 3 1 2012	
Timing:		

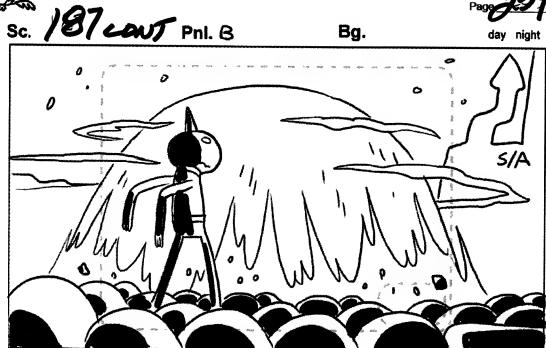






Production:

Sc. /81 Pnl. Bg.



Dialog:

Action: . EXPLOSION GROWS AROUND CITY LINE

· SOME DEBRIS RISES IN AIR

Timing:

1014/114

AUG 3'1 2012



F Prof. Ba



Sc. 198

Pnl. A Bg. day night

Sc. Pnl. Bg. day night

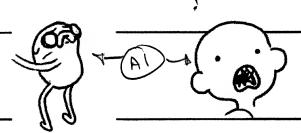
Dialog:

J'JUST THINK OF SOMETHING POSITIVE ...

Action: J TURNS BACK TOWARDS DW .F'S JAW SLOWLY OROPS OVER SCENE

AUG 31 2012

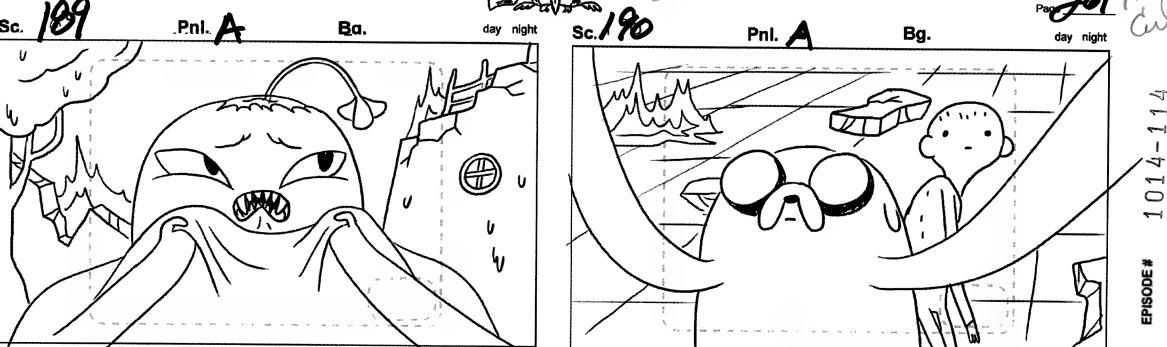
Timing:

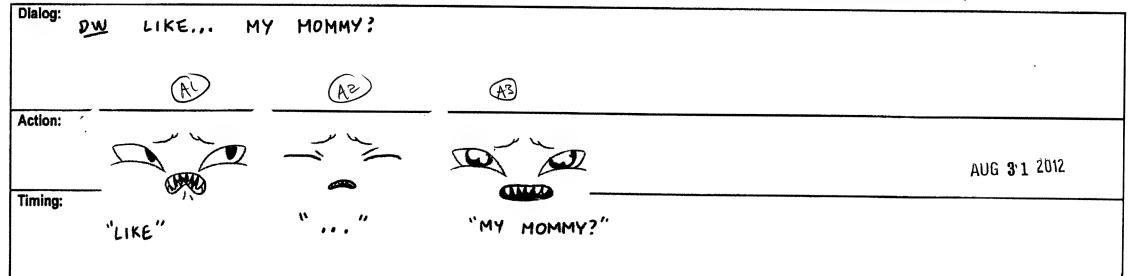


Production:









Production:





Sc. 191 Pnl. A Bg. day night

Sc. 19 cout Pnl. 8 Bg. day night

Dialog:
DW:WHEN I CAME HOME WITH BAD GRADES
FROM WIZARD SCHOOL,

MY MOMMY USED TO HUG ME and Hug me and Hug me.

.DW'S HANDS MOVE IN FRAME .DW'S FROWN TURNS INTO A SMILE

AUG 3 1 2012

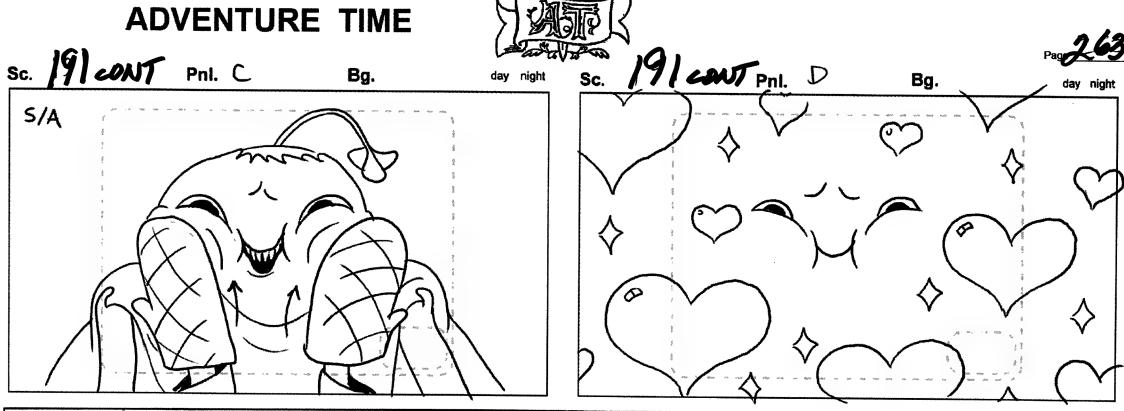
Timing:

Production:

014-

1014/11

014-11



Dialog: OW: MOMMY ...

SFX : & TWINKUNG*

Action: DW SQUISHES UP CHEEKS

· B/G FADES OUT AROUND FACE, LEAVING ONLY EYES + MOUTH

· NEW B/G IS ABSTRACT FIELD OF AUG 31 2012

HEARTS AND SPARKLES

Timing:



Sc. Meant Pnl. B Bg.

S/A

S/A

S/A

S/A

S/A

Sc. 176	Pnl. A	Bg.	day night
many			
	enter de como en como de todo sua o municipal de como en como de como	2 1 2 2 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	

Action:

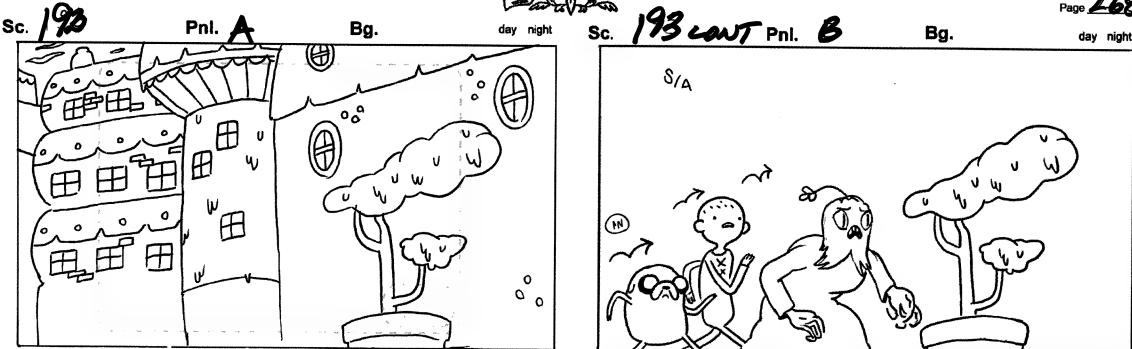
- J WITHDRAWS HANDS

AUG 31 2012

Timing:



Page **268**



	DW: HO-KAY, LET'S TRY THIS,
Action:	- DW, F+J RUN UP TO POTTED PLANT

AUG 3'1 2012

Timing:

Dialog:

Production

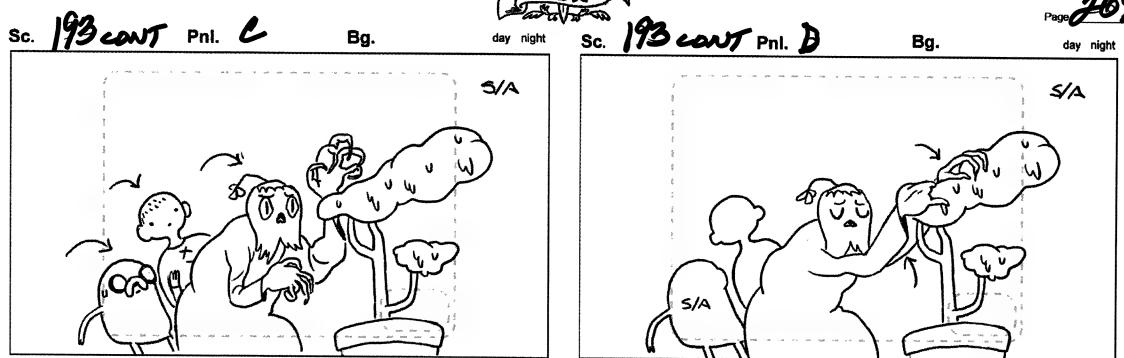
1014/114014-11

EPISODE#

-
D
_
•
-
-
>

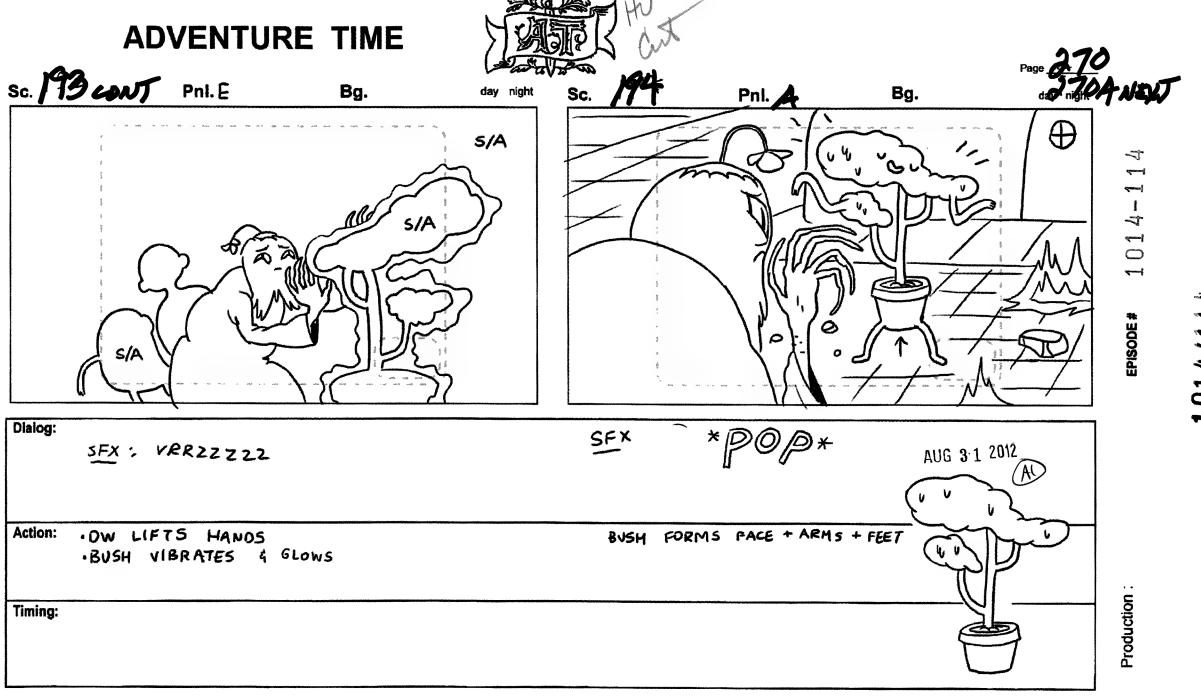






	•
	~
	ı
	ゴ
	-
	
72	

Dialog:	(UNCERTAIN) DW I	DW: LOVE MY MOMMY?
Action:		DW LAYS HIS HANDS ON BUSH
		AUG 3 1 2012
Timing:		





270A
Page 1708 NEXT

sc. 194 WWT Pnl. Bg. day night \oplus

194 cont Pnl. Bg.

Dialog:

Bush: Hug!

Bush: ah, I'll

Action:

AUG 31 2012

Timing:

Production:

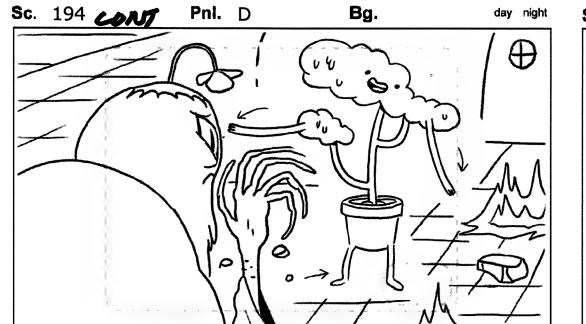
1014/11

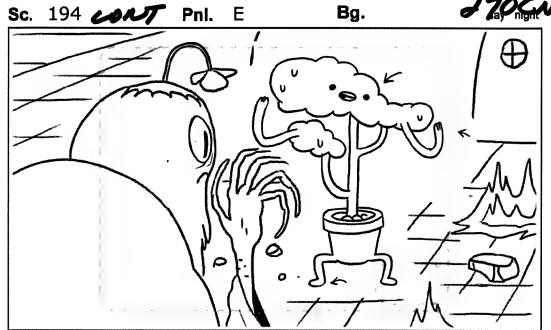
EPISODE#

1014/11

ADVENTURE TIME







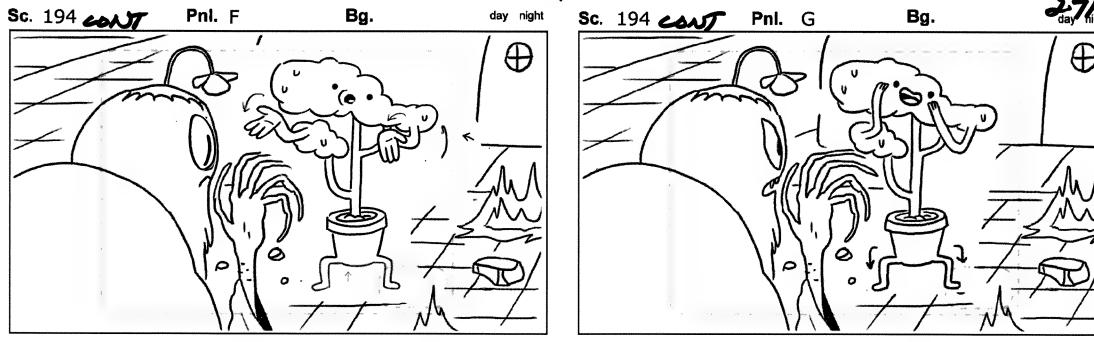
Dialog:

Bush: -hug you, I'll hug
Action:

Aug 3:1 2012

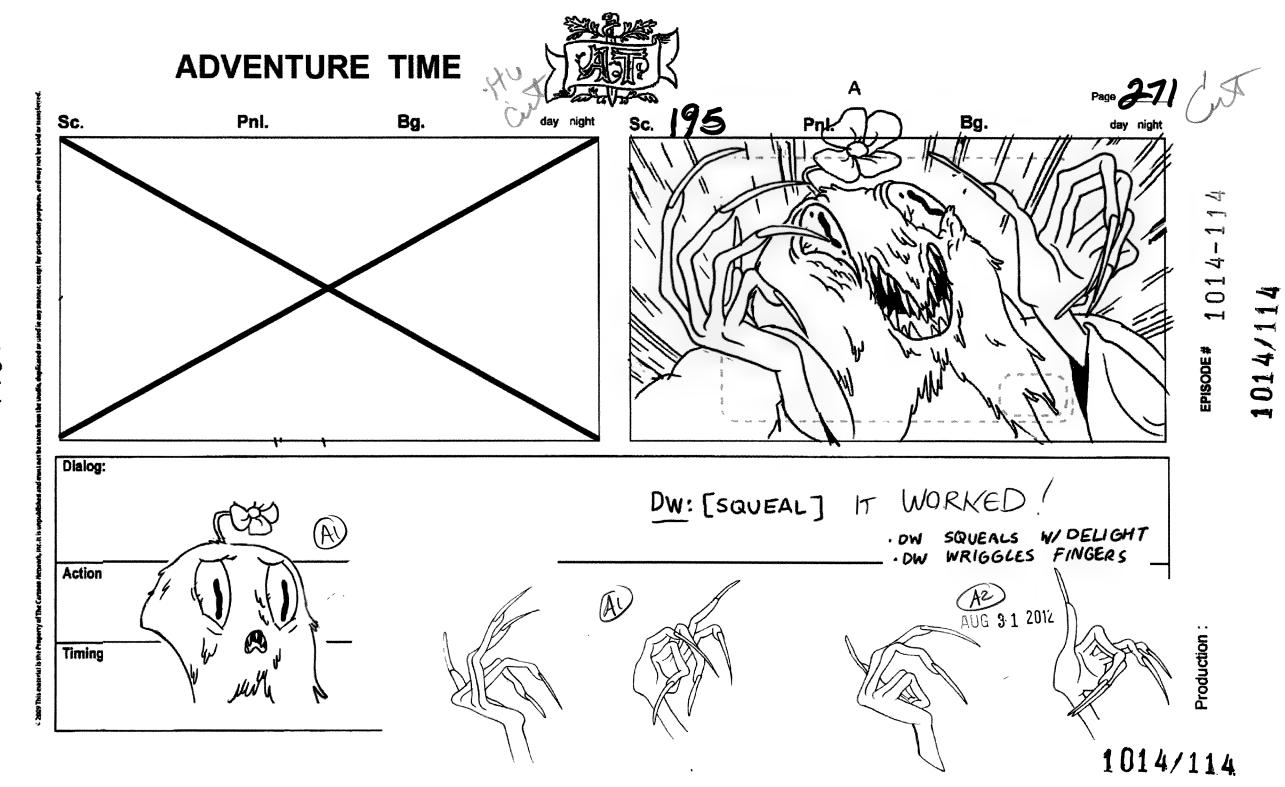
Production:

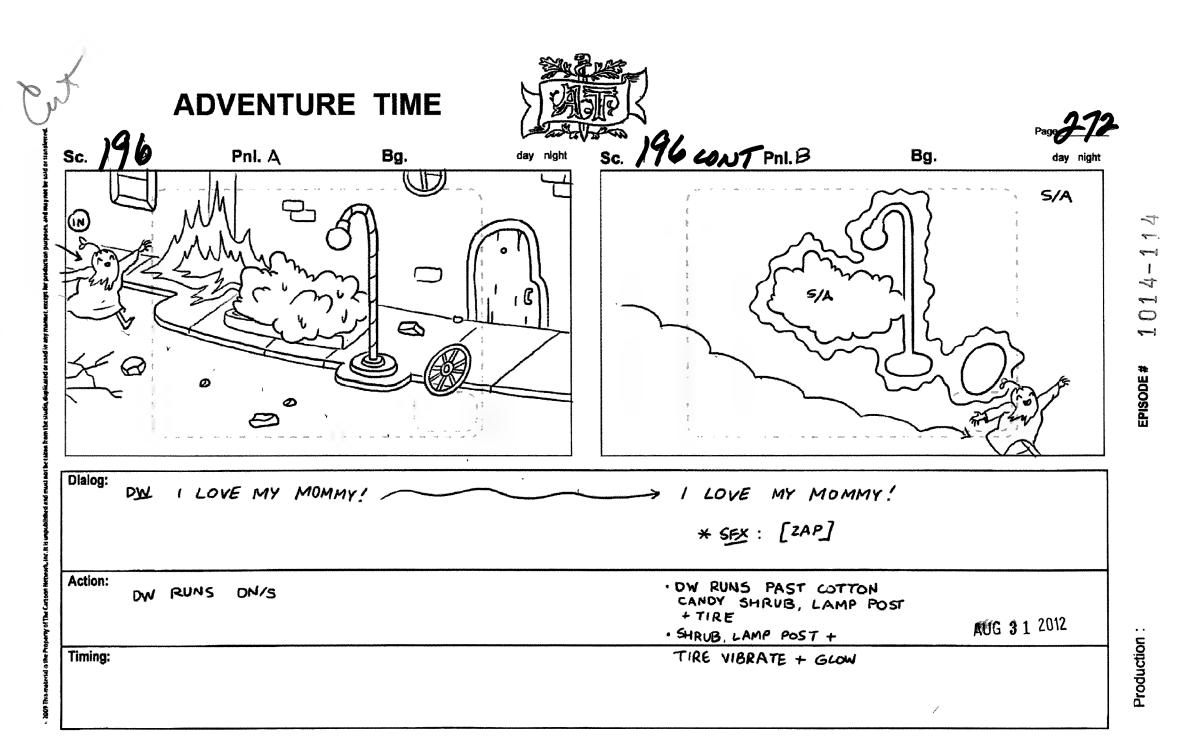


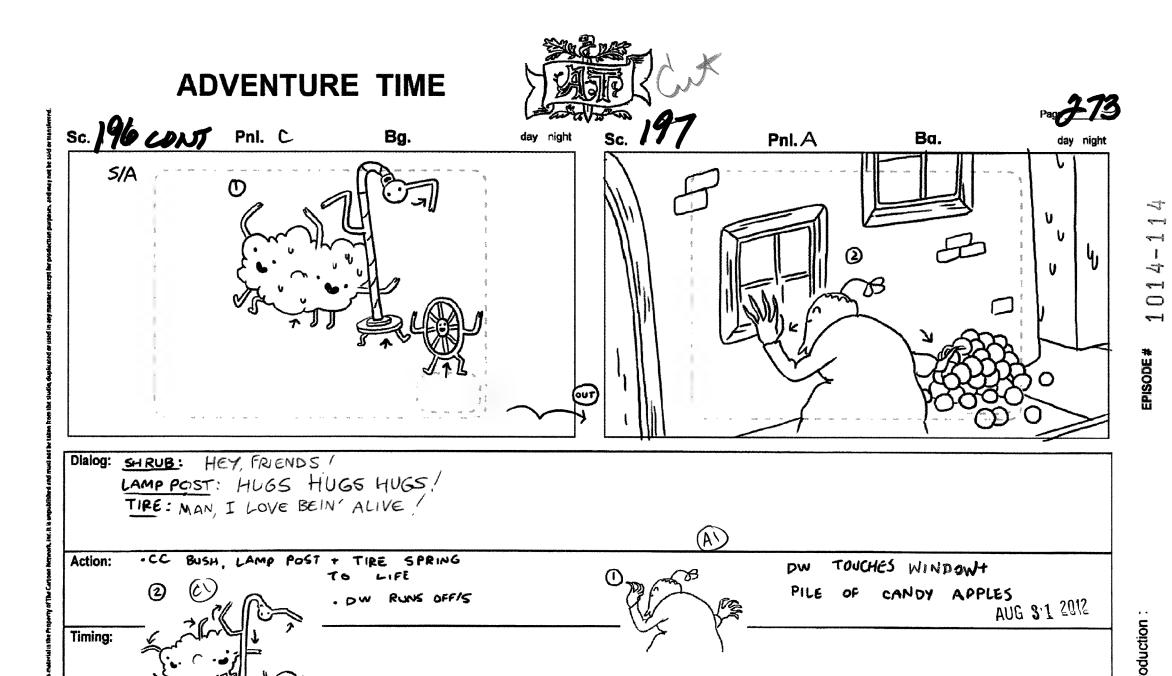


Dialog:		
	Bush: -you! Hug Me!	
	(F)	
Action:		AUG 31 2012
Timing:		

Production

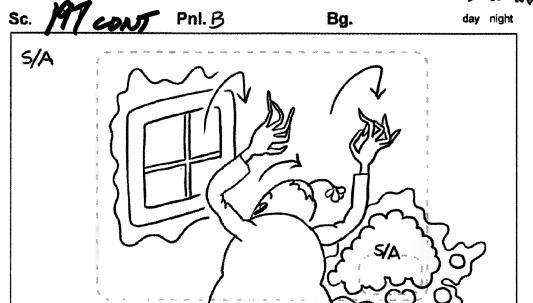








Pa 9-74



Sc. 197 CONT Pnl. C Bg. day night

S/A

DW

Out

Dialog: DW: MOMMY!

SFX: * ZAP *

WINDOW: I'M A WINDOW AND I HUG YOU.

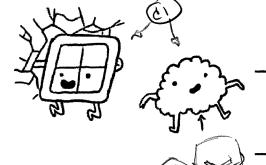
APPLES: DITTO ABOUT HUGGIN Y'ALL.

±J€ 31 2012

Action: . WINDOW + APPLES VIBRATE + GLOW

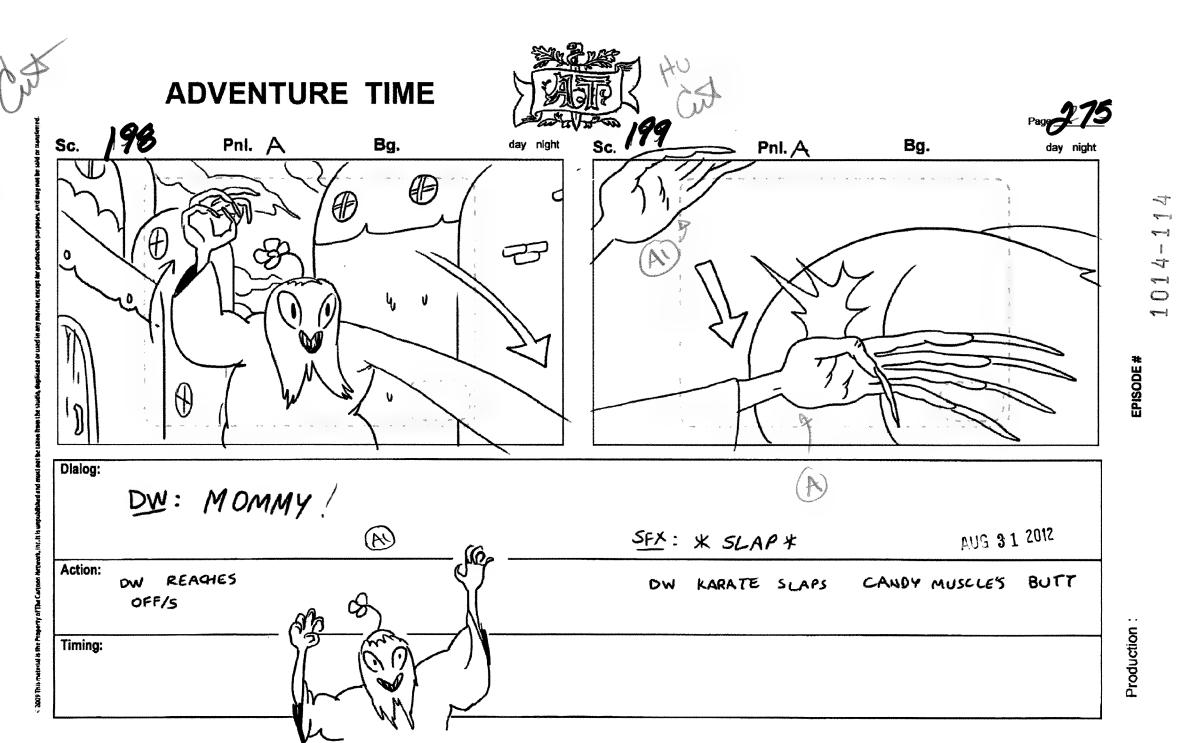
. DW STANDS BACK

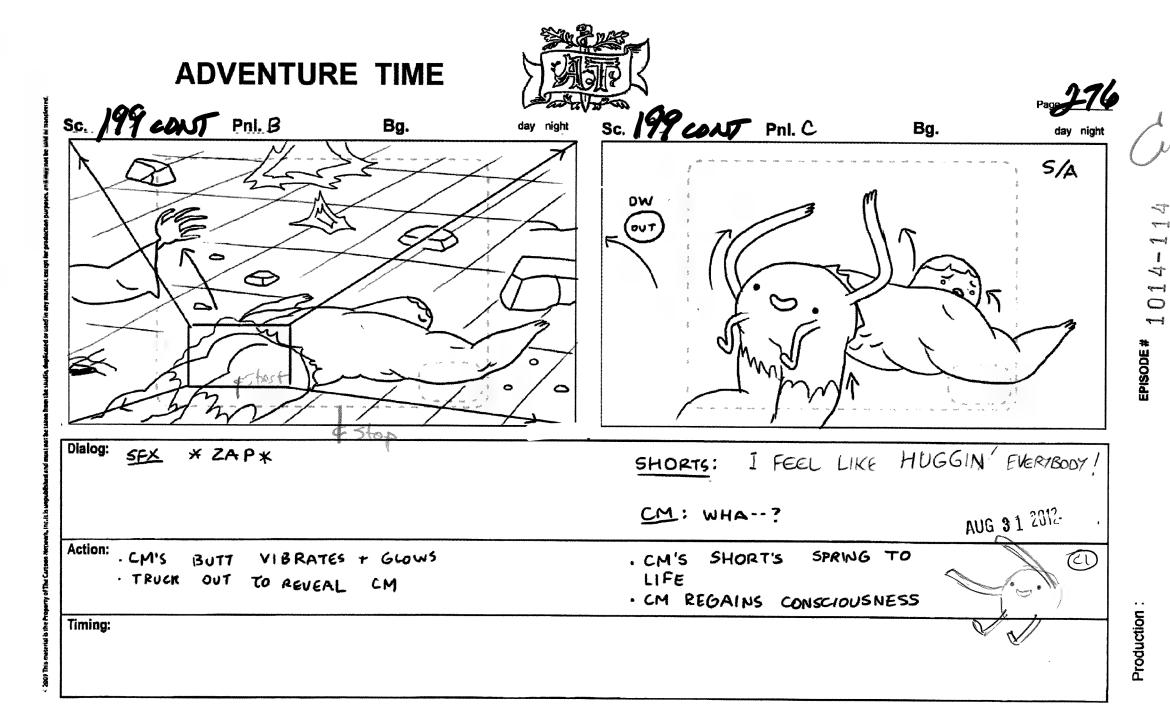
Timing:



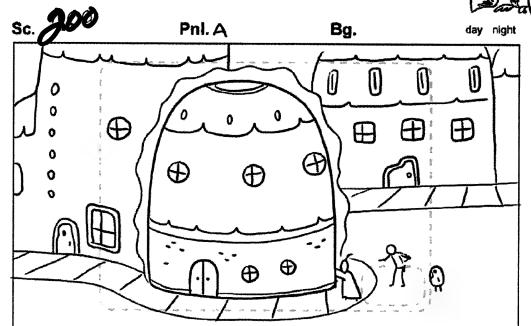
· WINDOW + APPLES
SPRING TO LIFE
· WINDOW LEAVES
BEHIND GAP IN WALL

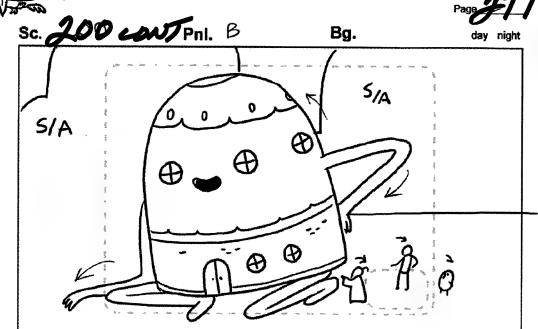
· DW RUNS OFF/S











Dialog:

DW: M-M-M-MOMMY!

SFX: * ZAP*

BUILDING: I'm going to hug you!



AUG 31 2012

Action:

Timing:

DW TOUCHES BUILDING



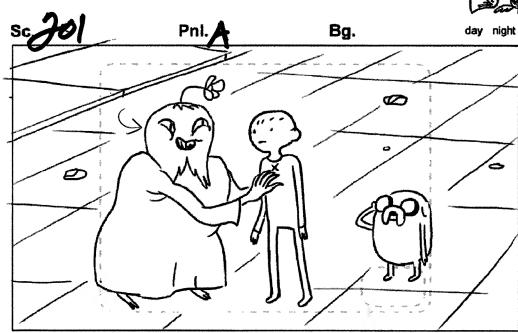
- . DW STEPS BACK

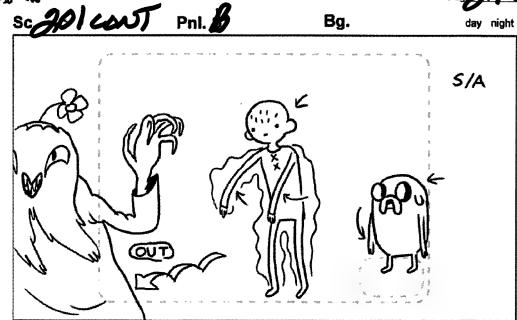
. BUILDING COMES TO LIFE, RISES FROM FOUNDATION



 \Box

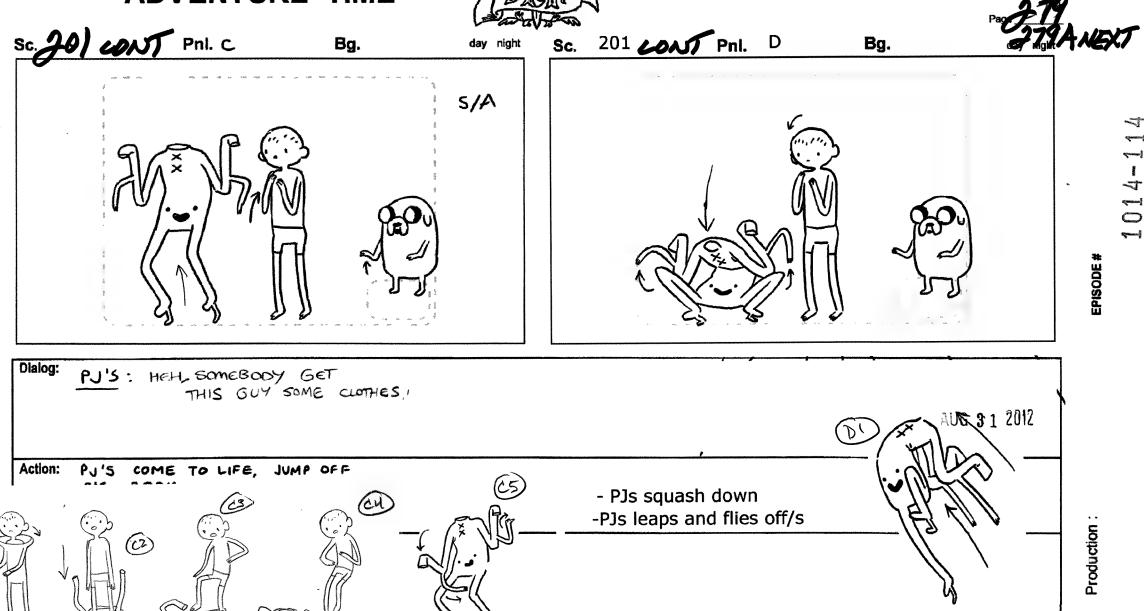








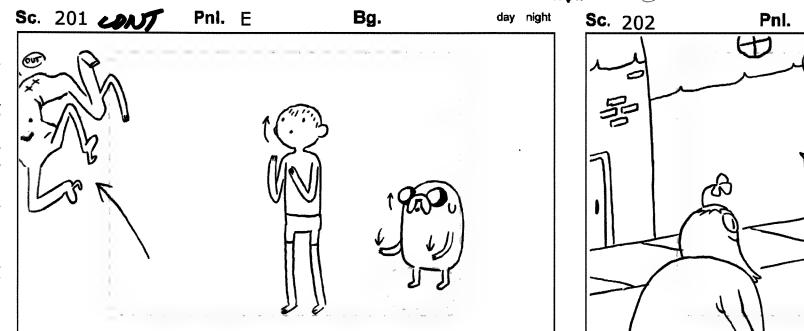


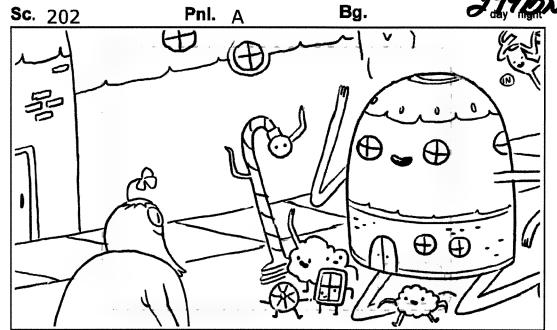


1014/114

ADVENTURE TIME





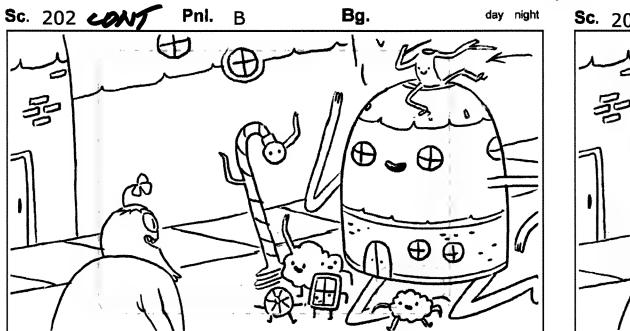


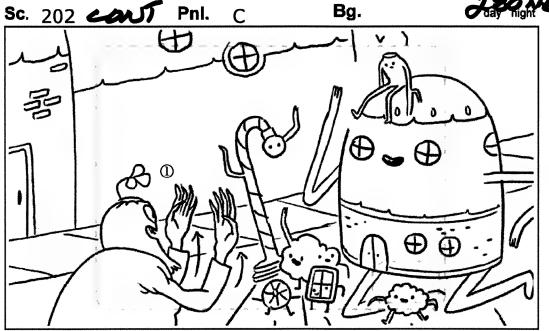
Dialog:		
Action:	- PJs fly on /s	AUG 3:1 2012
Timing:		

1014/114

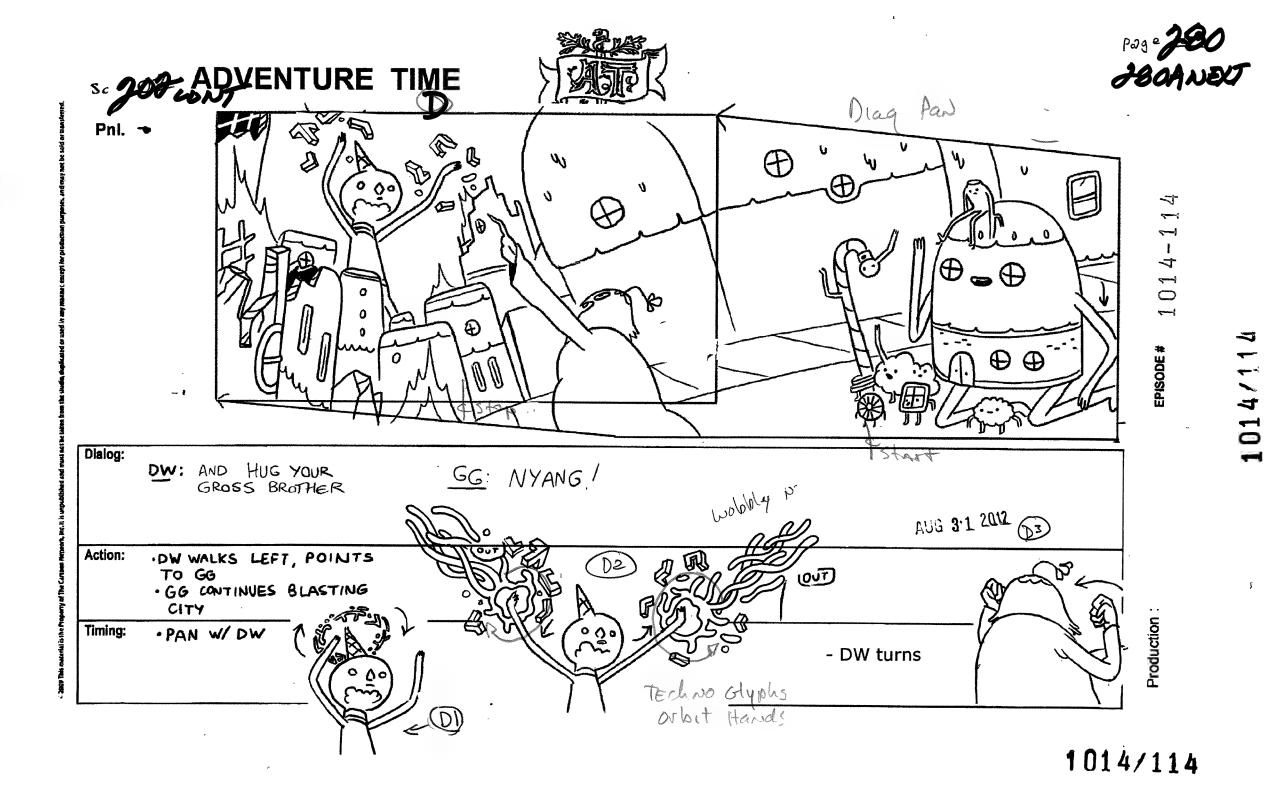
ADVENTURE TIME



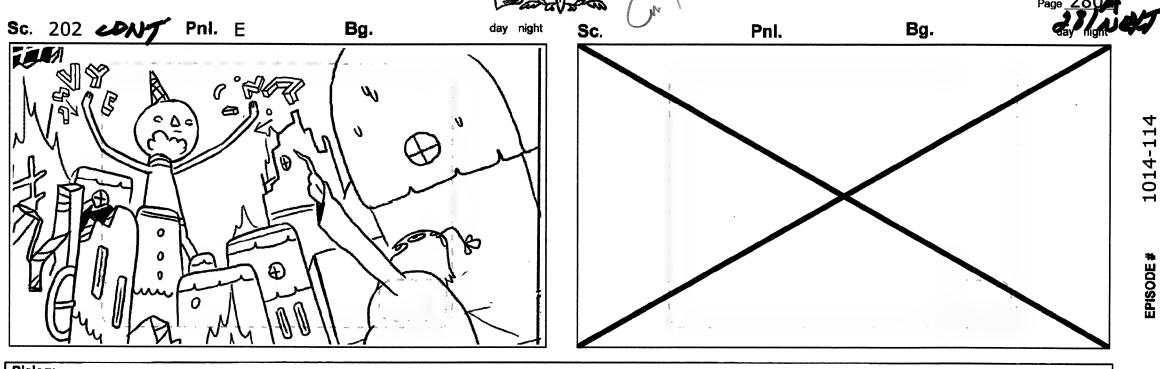


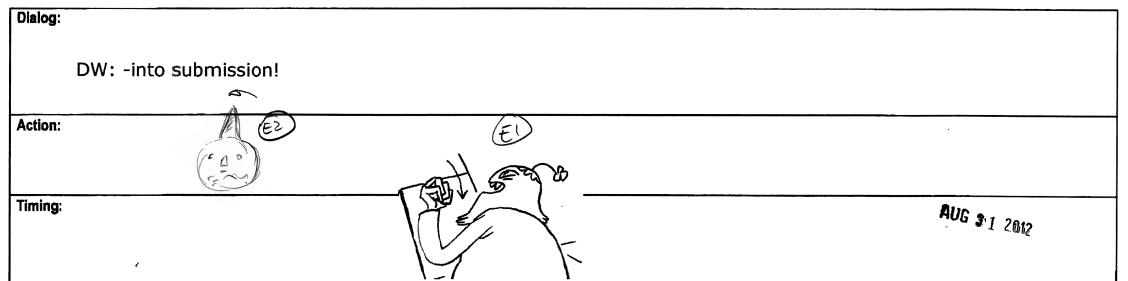


Dialog:	DW: Now-	DW: -now rise up, love buddies!
		AUG 3 1 2012
Action:	- PJs lands on building	- DW clenches fist
Timing:		







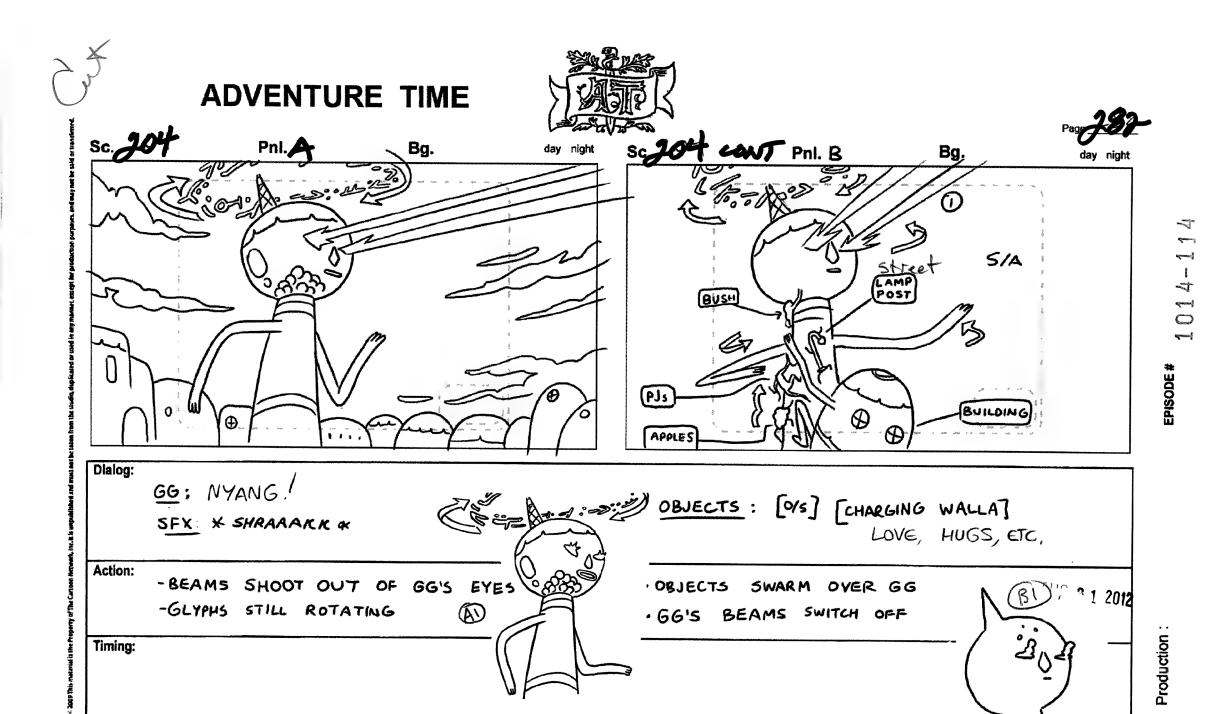


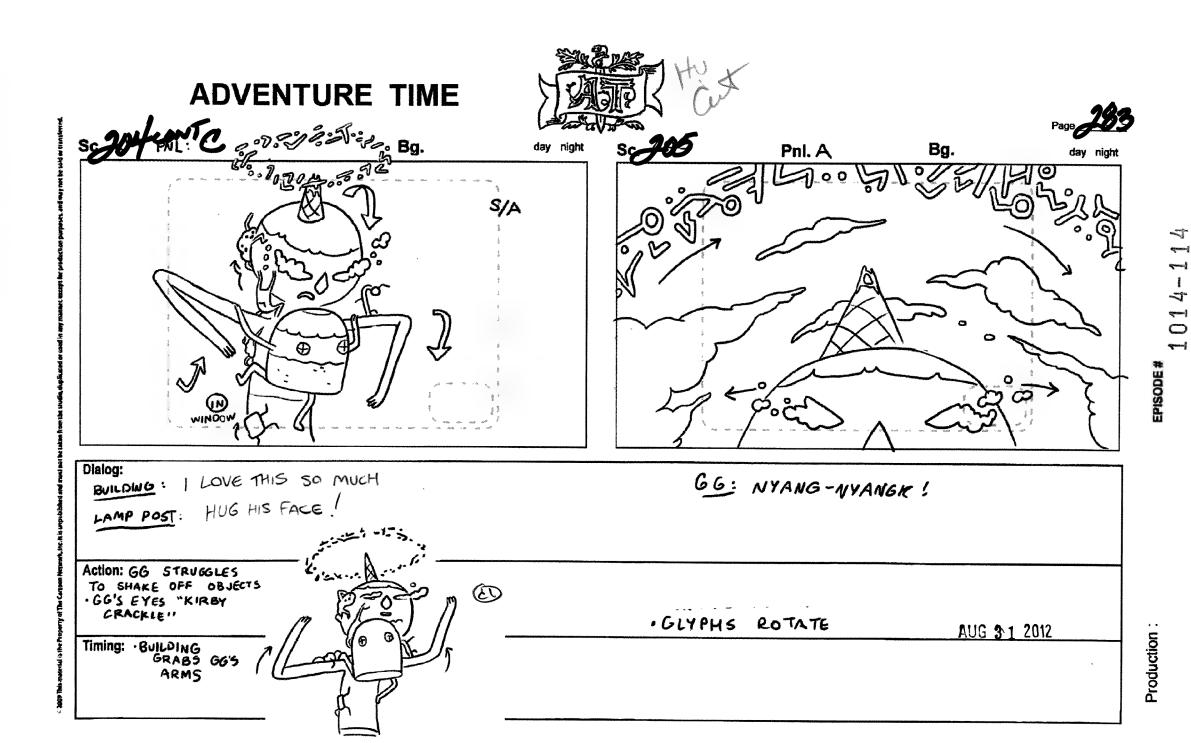
ADVENTURE TIME Sc203 CONT Pril. B Sc. 203 Pnl. Bg. Bg. 5/A WHEEL BUSH APPLES WINDOW BUIL -LP' I LOVE THAT GUY BUILDING: GONNA SQUEEZE THE HELK OUTTA HIM. SHRUB: LET'S SPREAD OUR LOVE. Dialog: Action: .OBJECTS RUN APPLES RUN LIKE INSECTS Timing: AUG 3 1 2012

41114

 $\overline{\bigcirc}$

1014/114





0

ADVENTURE TIME



Sc. 205 COAT Pril. Bg.

Bg. day right Sc. 205 COAT Pril. C Bg.

FIRE

S/A

S/A

S/A

S/A

S/A

Dialog:
TIRE: WE'RE SNEAKING
UP ON YOU! HA HA

PAJAMAS: I LOVE HOW WE'RE WORKIN' TOGETHER,

Action: PJS CLIMB ONTO GG'S HEAD . TIRE CRAWLS ONTO GG'S HEAD

PJ'S + TIRE CRAWL UP CONE

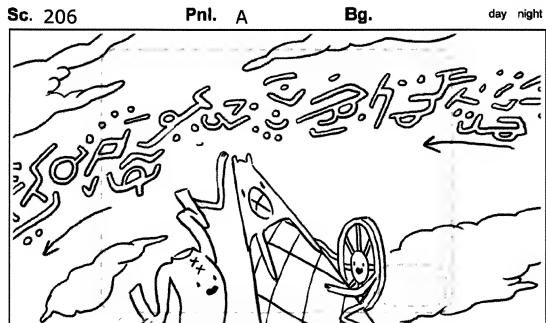
7113 3 1 2012

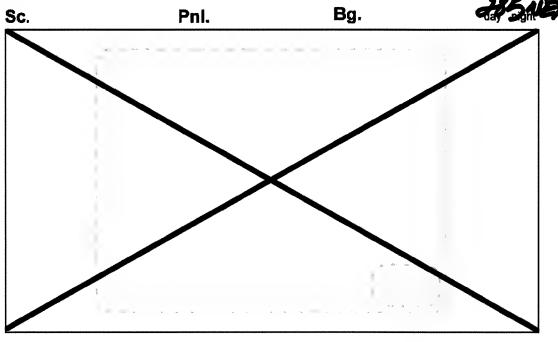
BI.A)

Production :





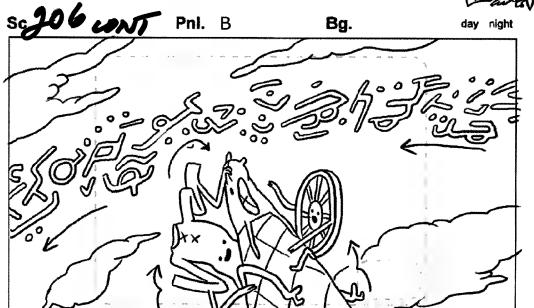






Production:





Sc 206 LONT Pril. C S/A

Dialog:

LD: (MOUTH FULL) NYAHHH!

PIS [JUMBLING] C'MON,

PIS (JUMBLING) LET'S

BE PAL-JAMASSZ ... PALJAMMASES ?

Action:

· PJS GRAB LO

· TECHNO GLYPHS PAN BY BG

Timing:

· PJS YANK HARD ON LD . TIRE SLAPS INEFFECTUALLY AT LD

AUG 31 2012







Pnl. A Bg. **Sc**. 207 day night

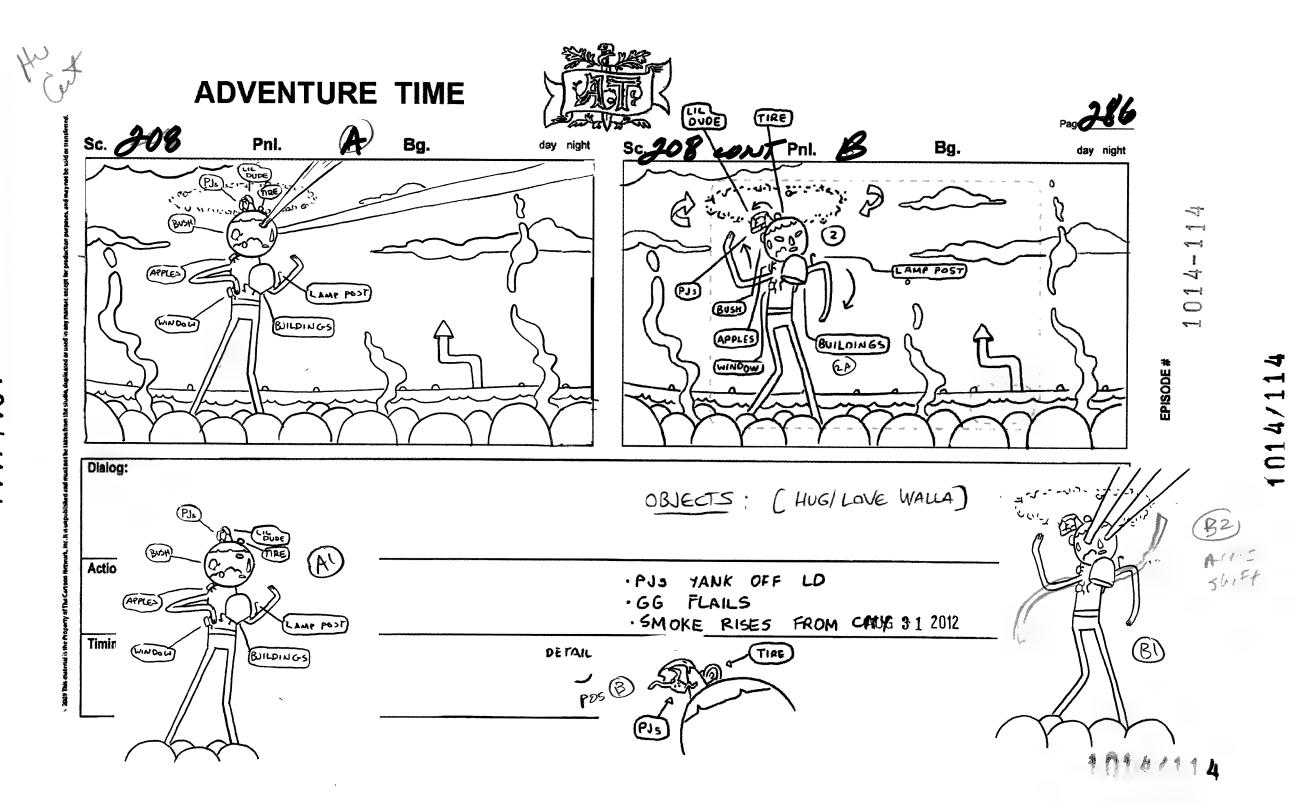
Sc. 207 CANT Pnl. B	Bg.	day night
		\
§ e		1
	ノ ー ブ	
		7
	-	
	7) (20 140 · 3 · 14 · 164 187	

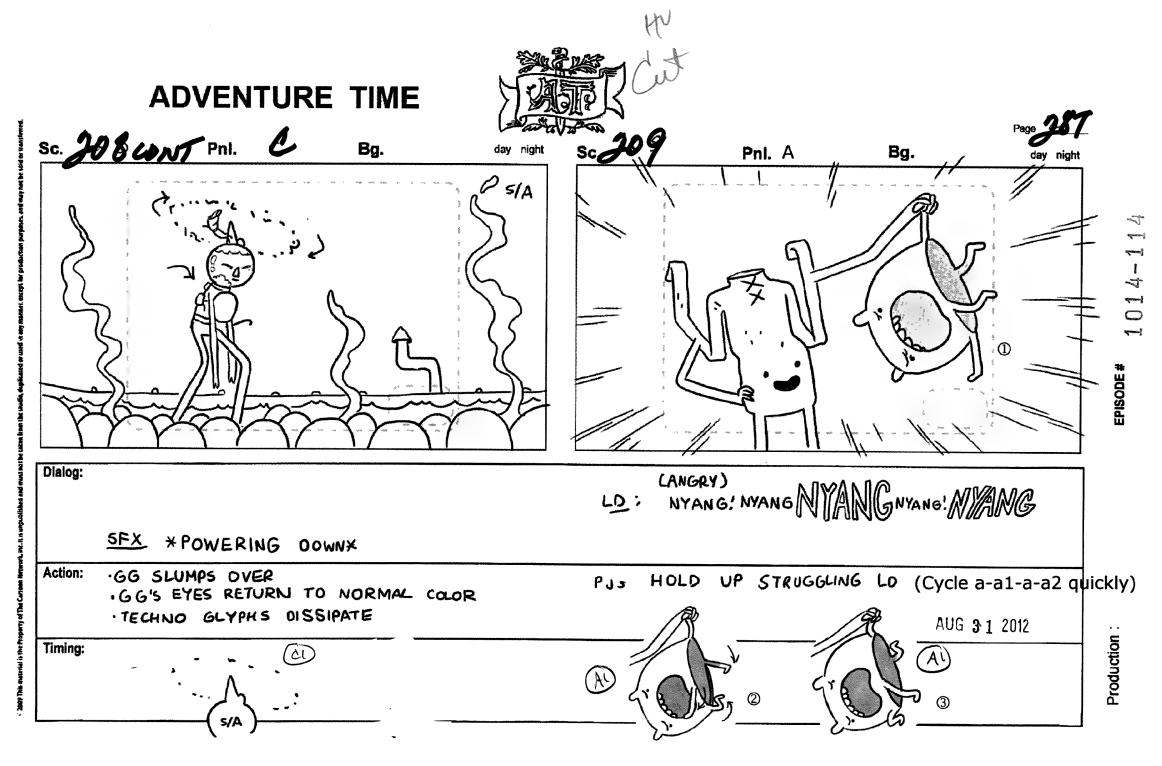
Dialog:		
	LD: [Struggling]	
Action:	LD shakes w/strain. (cycle quickly)	AUG 3·1 2012
Timing:		

Production:

1014/114

Page 2854

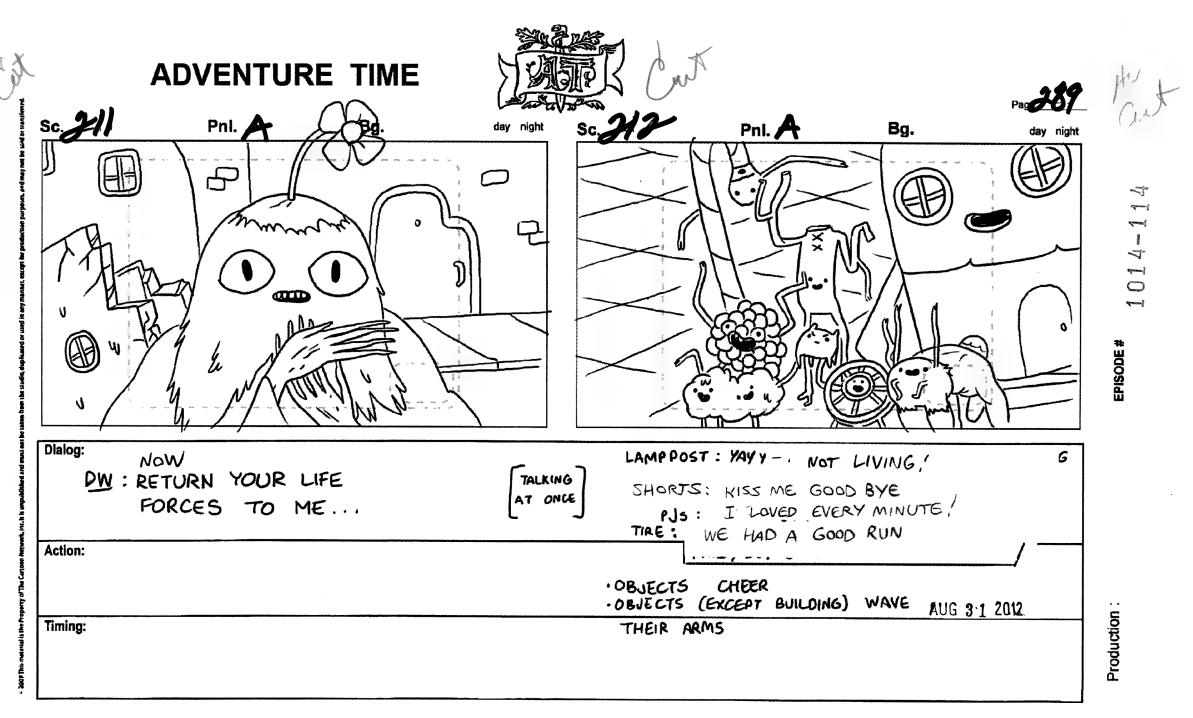




	TURE TIME		配人			28
Sc. 209 cm Pnl.	Bg.	day night	sc-210	Pnl.	Bg.	day night
	WIPE				TIRE TIRE	
Dialog:			Ŵ	THANK YOU , MY	NEWLY-CONS	Clous Bros
Action:					AUG 3	1 2012
Timing:					,,,,,	1 2012

1014-

EPISODE #









Dialog:							
	LD:	MYANG!	NYANG!	ſ	DW:	YMMOM	

Action:

• DW'S HANDS GLOW

AUG 3:1 2012

Timing:

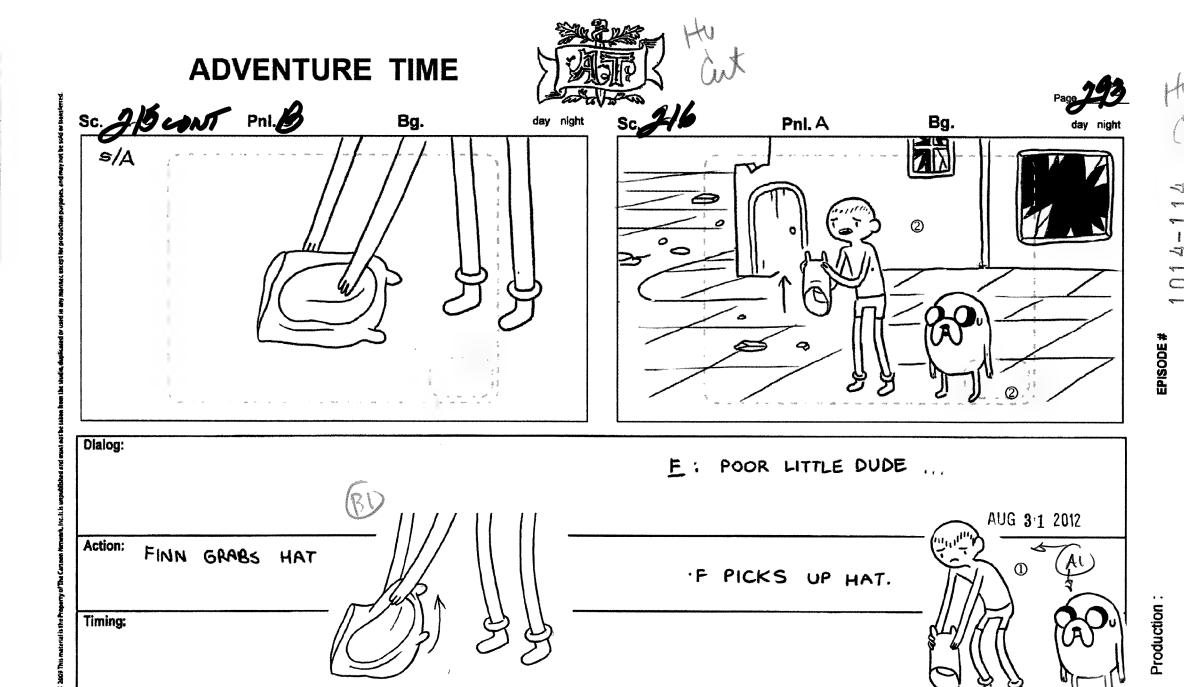
Production:

1014-

EPISODE#

spenne) \bigcirc

ADVENTURE TIME Sc. 214 const Pnl. D Bg. day night S/A S/A S/A S/A	Span Bg. day night WINDOW BUSH BU	EPISODE# 1014-114
Action: CM TRIUMPHANTLY RUNS O/S Timing:	- FINN WALKS ON/S AUG 3:1 2012	Production :

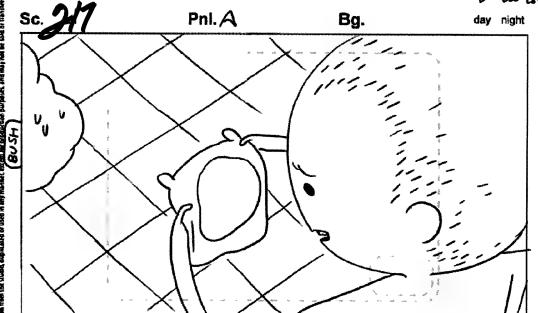


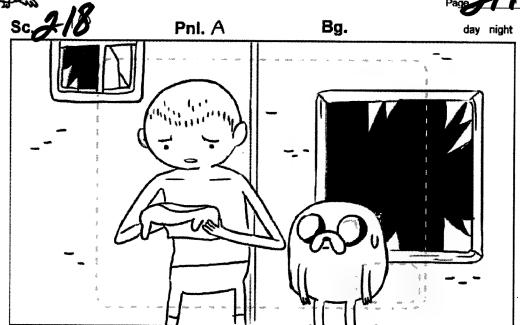
Wy.

ADVENTURE TIME









Dialog:	E: HE WAS JUST DOIN' IT UP THE ONLY WAY HE KNEW HOW

E: IT'S NOT HIS FAULT HE WAS CREATED EVIL

AUG	3'1 2012

Timing:

Action:

Production:

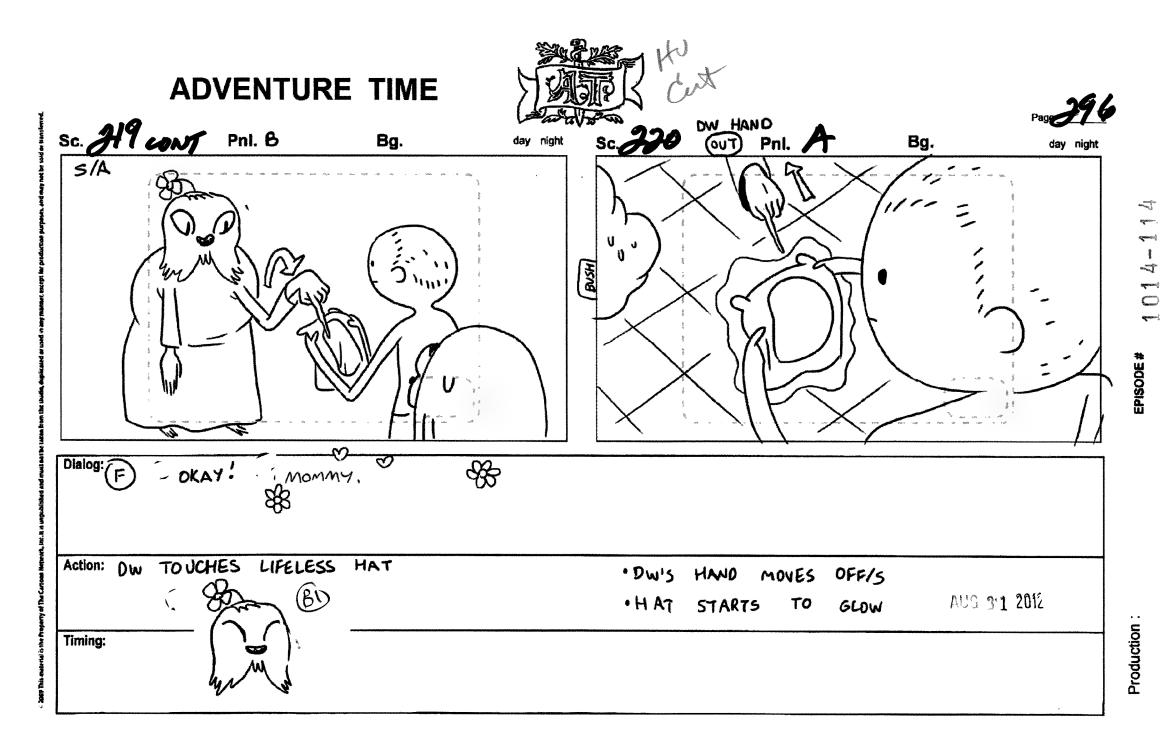
1014-11V

EPISODE#

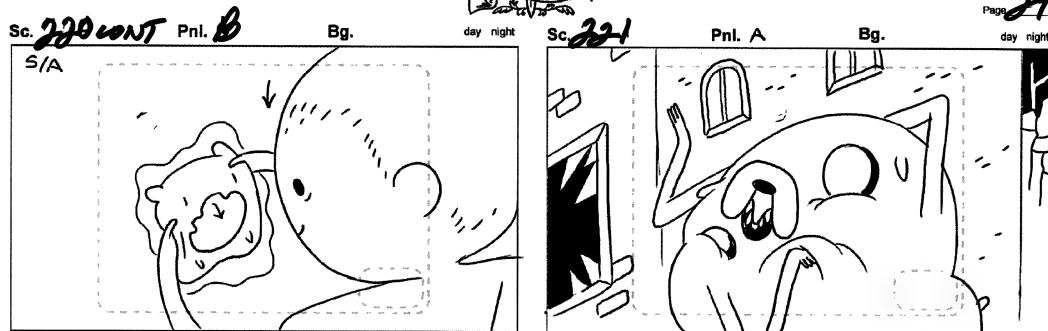
7

1014-

ADVENTURE TIME	THE WOLK	BUILDING	Page 2-95
Sc. 318 CONT Pril. Bg.	day night Sc	Pnl. Bg.	day night
S/A 100	TIRE		
Dialog:	(BI) BWZ	ARD, MOMMY-MAGIC	
J. YEAH. HE DESERVES TO COME BACK GOOD		IS DUDE BACK TO LIFE	
Action:	·F L	OOKS UP AT DIRT WIZE	RO
			1 2012
Timing:			





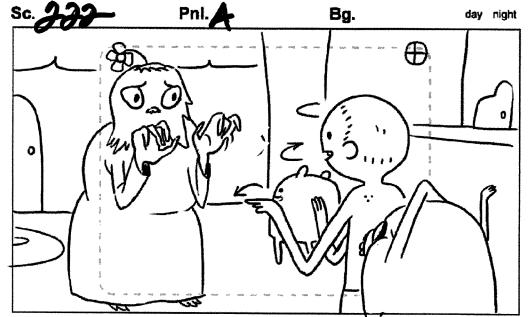


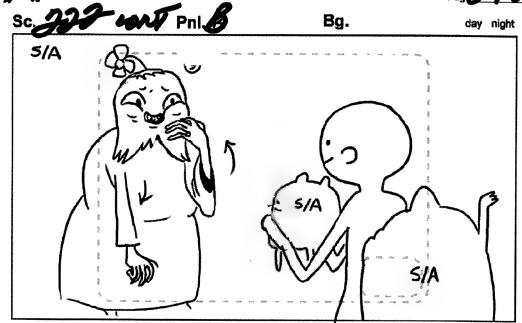


4.0



Pag 298







Production:

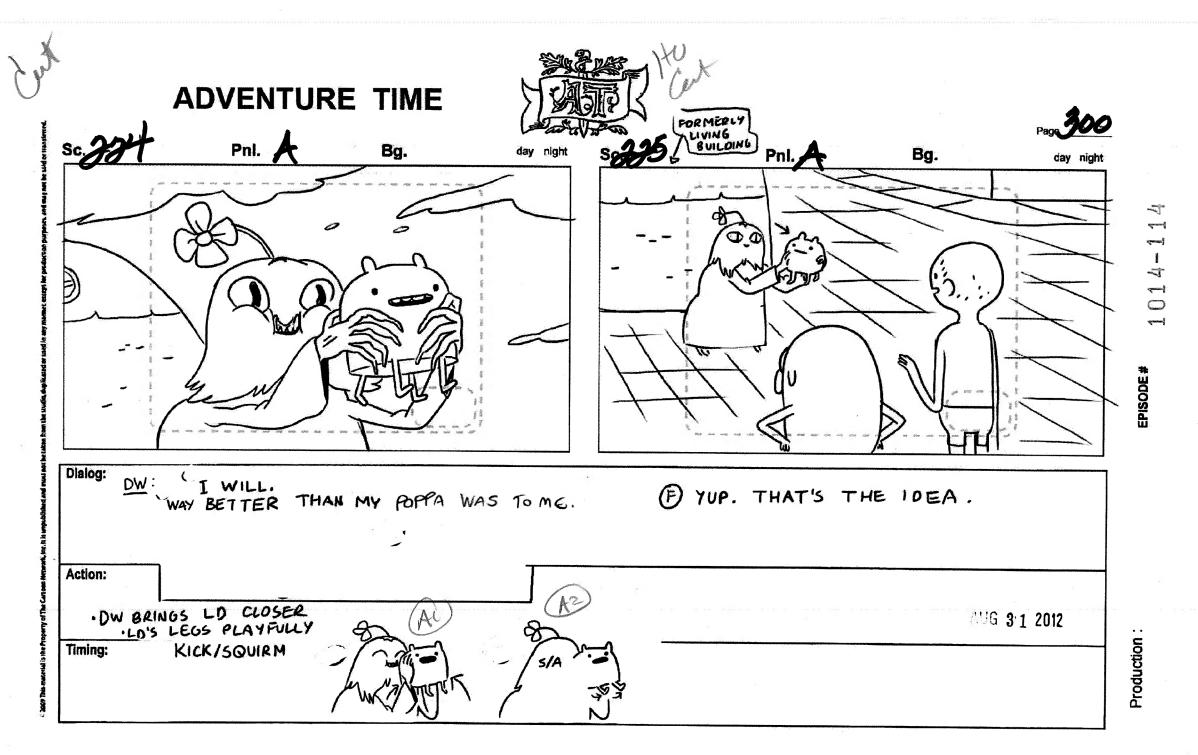
014

EPISODE #

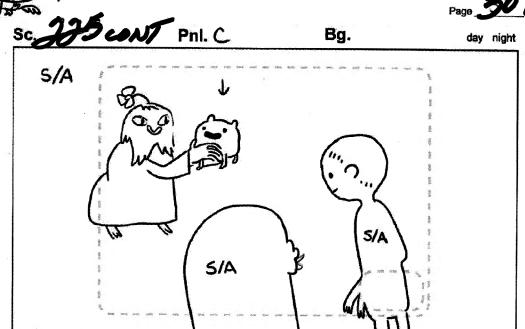
ADVENTURE TIME Sc. 338 UNT Pri. C Bg. Pnl. Bg. EPISODE# Dialog: [MARYELLING] E: BE GOOD TO THIS DUDE DW: HUH. LO : HELLO, "POPS" AUG 31 2012 (AU) Action: F'S ARMS -F HANOS LO OVER TO DW DROP Production: Timing:

1014/114

TO







Dialog: F JAKE, LOOKS LIKE I NEED

HA HA HA

F TURNS TO J Action:

DW PLAYS WITH LD IN BG

a +>

J: Okay..

.F + J STARE AT EACH OTHER CREEPILY

· PW TOSSES LO UP + DOWNAUG 3-1 2012

Timing:

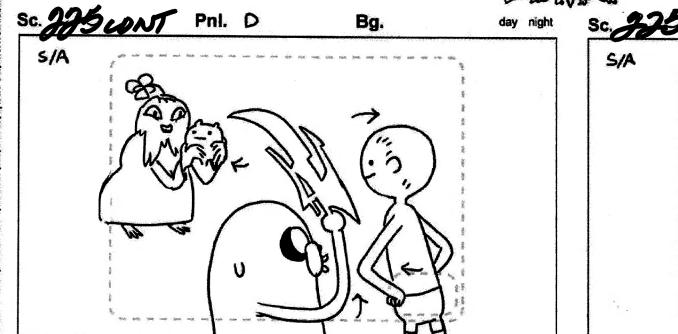
Production:

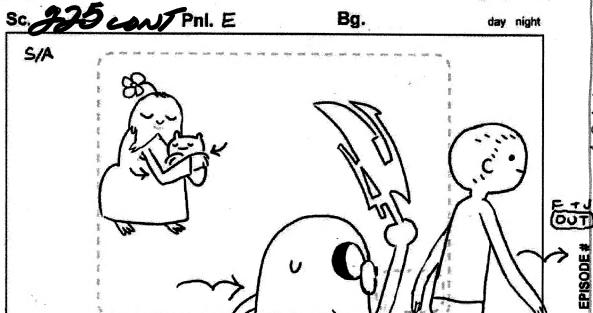
EPISODE #

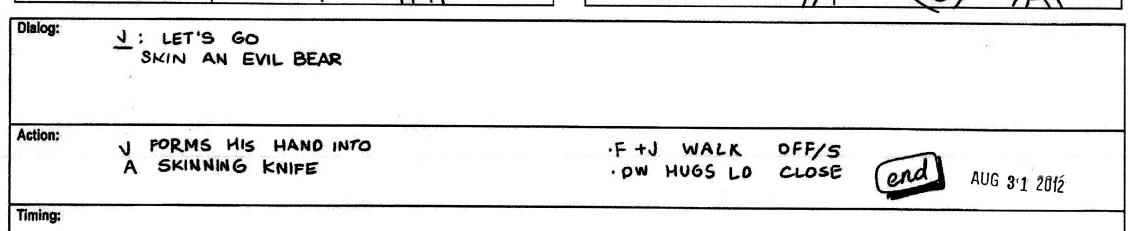




1014/1







1014/114